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Atari Age

THE OFFICIAL PUBLICATION OF THE ATARI CLUB

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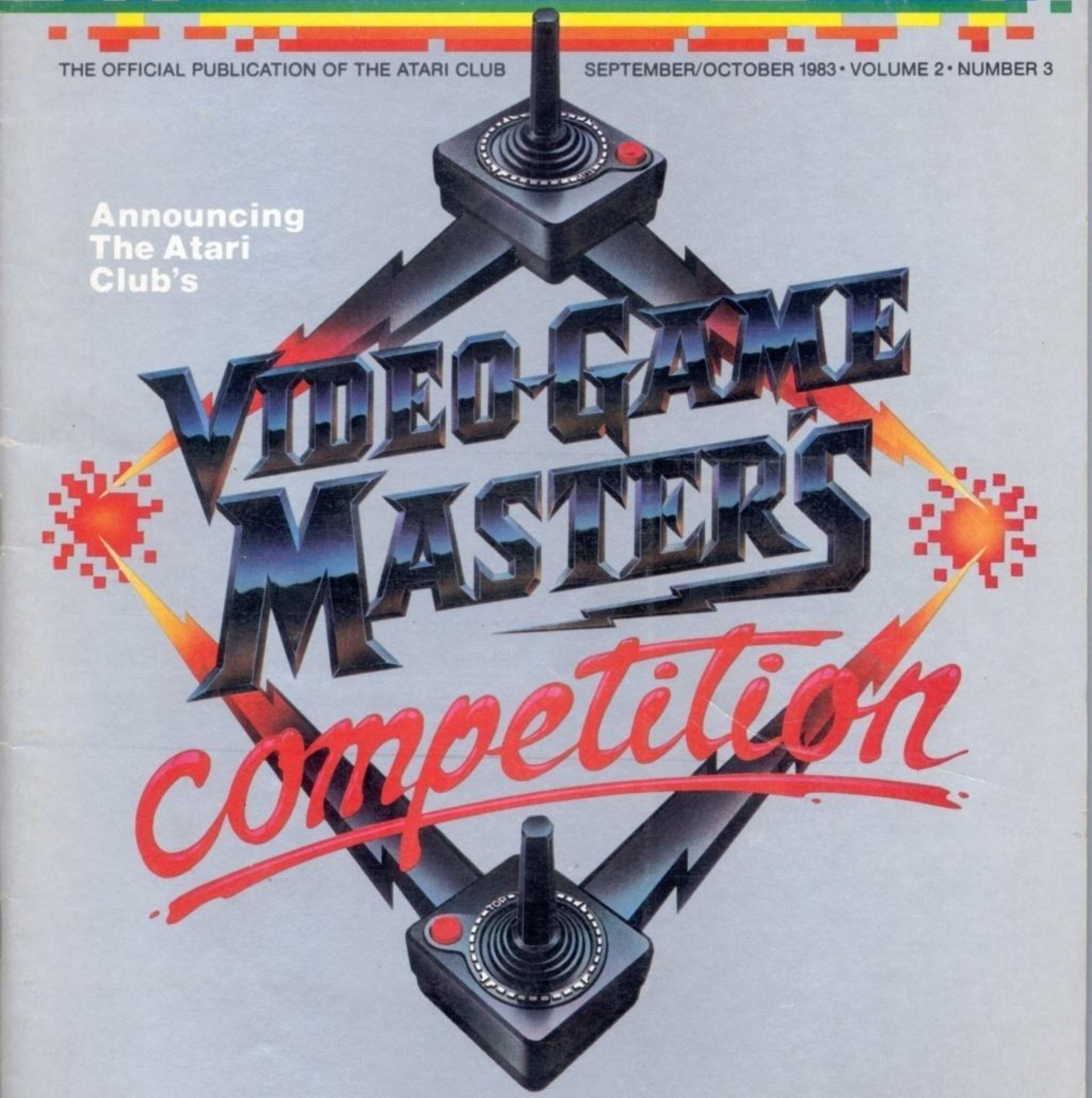

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VIDEO GAME MASTERS Competition

THINK YOU'RE GOOD? PROVE IT!

The Atari Club is sponsoring a three-part nationwide high-scoring competition. We'll have lots of prizes for lots of winners. But in the end, there will be only one Grand Prize Winner—The Atari Club's ULTIMATE VIDEOGAME MASTER.

The challenge is intense. The rewards are spectacular. THE COMPETITION BEGINS . . . NOW!

In this issue of **Atari Age** and the two that follow it, we will introduce three tough new home video games. Played on the expert setting, they will be the most challenging games ever created for the Atari 2600 system.

For each game, The Atari Club will run a nationwide high-score competition. Get the best score you can at the champion level. Take a clear photo of the screen. Mail it to us at competition headquarters. Everyone who surpasses the qualifying score will receive an official VIDEOGAME MASTER patch. The two highest scorers will win that round, and move on to the finals—live, head-to-head competition at the Summer Olympic Games in Los Angeles, California.

It's going to be intense—and **you** can be part of it, starting now, with an Atari Club Exclusive Cartridge Introduction—GRAVITAR.

ARE YOU A VIDEO

LOOK WHAT YOU CAN

GRAND PRIZE

The Ultimate Videogame Master will win!

An Atari Arcade Video Game!

A Canon A-1 35-mm Camera!

$1,000 in cash!

$1000

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GAME MASTER?

WIN!

FIRST PRIZE

The two top scorers for the **Gravitar** cartridge competition will win:

- A Trip for Two to the 1984 Summer Olympics Games in Los Angeles to compete in the Videogame Master Competition Finals
- A Canon Snappy 35-mm Camera!

SECOND PRIZE

The next three highest scorers for the **Gravitar** cartridge competition will win:

- An Atari 800XL Home Computer!

FOR EVERYONE WHO QUALIFIES AS A VIDEOGAME MASTER

Score higher than the posted Masters score on each game (for **Gravitar**, it's 15,000 points) and win:

- An iron-on patch proclaiming you an official Atari Club Videogame Master.

There are thousands of good videogame players.
Only a few are truly outstanding.
A handful are absolutely astounding.
One is THE BEST.
That's who we're looking for.

HOW TO ENTER!

1) Purchase a Masters series cartridge from The Atari Club for your Atari 2600 game system. You will receive an official Videogame Masters entry blank with your cartridge.

2) Snap a picture (black-and-white or color) of the game screen showing your best score, making sure that the score is clearly visible, and send it along with the official entry blank or a reasonable facsimile and the proof-of-purchase seal from the **Gravitar** game box.

3) Be sure to write your game score in the lower left-hand corner of your envelope.

4) For the **Gravitar** competition, your entry must be received by February 3, 1984.

5) Complete rules are available with the **Itar** cartridge shipment, or by sending a self-addressed stamped envelope to: ATARI CLUB GRAVITAR CONTEST, RULES REQUEST, P.O. Box 5031, Great Neck, N.Y. 11023.

6) Contest open only to U.S. residents. Employees of Warner Communications, Inc., affiliates, subsidiaries and production agencies and Scharer Associates, Inc. are not eligible to enter. Void wherever prohibited or restricted by law. All federal, state, and local laws and regulations apply.

Photo Tips!

For best results, take the picture in a darkened room with lights off. If you use an instant or Instamatic camera, tape opaque paper over the flash compartment or insert a dead bulb to force the lens open. DO NOT USE FLASH! (We suggest you try a few practice shots just to be safe.)

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GRAVITAR

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IT BEGINS WITH

The force of gravity pulls you toward unparalleled danger as you fly into **Gravitar** action. Your little space ship must conquer planet after planet — knocking out every missile-firing enemy bunker and hovering gently over fuel depots to beam up new energy supplies and continue your mission.

Gravitar presents new thrills at every turn. This hostile universe includes four separate galaxies, each with three unique solar systems. Each new solar system presents you with three or four planets to conquer, plus a Killer Sun to threaten your survival, and an Alien Reactor Base which may lead you to higher scores — or instant doom! The variety seems endless — each planet you encounter throughout the game offers different, tantalizing challenge.

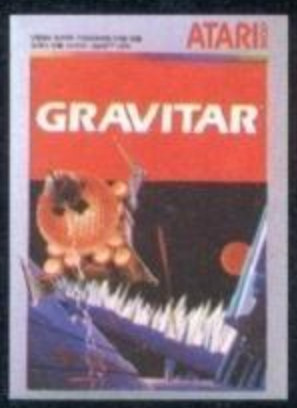
There are five difficulty levels to choose from, ranging from the six-ship championship level to a hundred-ship practice level which lets you sharpen your abilities. Success demands razor-sharp steering, pinpoint firing accuracy, and nerves of steel. It is a fitting test of the skills required to claim the title of Ultimate Video Master.

GRAVITAR

GRAVITAR

Item Code C88
CLUB MEMBER PRICE

$31.95



It will be at least six months before **Gravitar** is sold at any store — it may never be released to the general public! But you can get in on the Masters excitement right now!

To Order Call Toll-Free

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(CA residents call 1-800-672-1404)
Or use the convenient Mail Order Form
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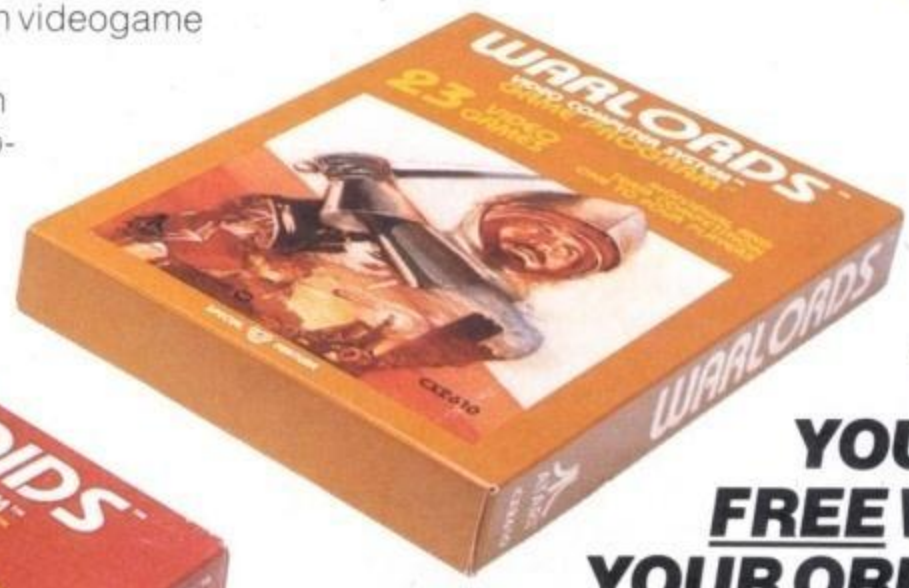
FREE BONUS CARTRIDGE

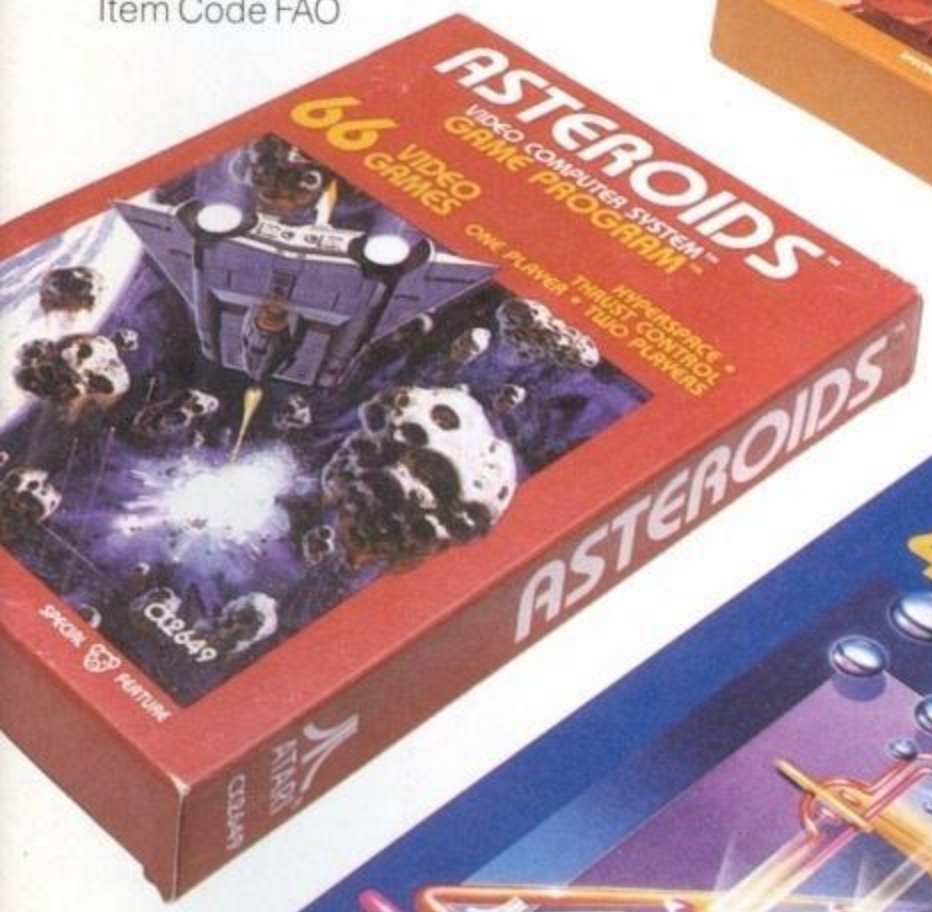
Which of these three classic Atari games would you like to add to your collection?

WARLORDS Hurl fireballs at your opponents' castle walls, breaking them away until you have a clear shot at your enemies. Up to four people can play at the same time! Item Code FAN

VIDEO PINBALL Bumpers! Plungers! Flippers! Rollovers! A complete pinball game in videogame form. Item Code FAP

ASTEROIDS The Atari arcade smash comes home in this challenging adaptation—a must for every cartridge collection. Item Code FAO





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DESIGN DIRECTOR
Al Conner
CLUB MANAGER
Jules Yingling
CONTRIBUTORS
Lee E. Miller
Estela Torres

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Captain's Log

I've spoken to plenty of hotshot Atari gameplayers who think they've conquered it all. They've gotten so good at **Asteroids** that they've stopped playing the game for points and play "Chicken" instead, racing sideways across the screen at top speed, dodging the asteroids as they go. They brag about how many times they've turned over **Pac-Man,** and the hours they've spent on a single game of **Defender.** Well, hotshots, allow me to introduce you to **Gravitar.**

To put it simply, **Gravitar** is the most challenging skill and action game I have ever seen on a home game system. There are five skill levels available, so everyone in the family can take a crack at it. But championship **Gravitar** gameplay requires very precise handling, absolute concentration, and pinpoint aim. I can't promise that the game won't frustrate some of you, but I am **positive** it won't bore you.

How did The Atari Club get **Gravitar** as an exclusive cartridge introduction? We saw it months ago and loved it, but it never seemed to appear on Atari's cartridge release schedule. We checked with Joel Oberman, the product manager for the game, and learned that market testing showed **Gravitar** was not for everyone — only the best gameplayers enjoyed it, and he was concerned about releasing a game this challenging to the general public.

"If you're looking for good gameplayers, I've got them," I told Joel, and with the cooperation of a lot of talented people at Atari, we can now offer **Gravitar** to Club Members alone.

The idea for the Video Masters Competition was a direct result of **Gravitar** as well. We have a game here which will really put our members' skills to the test — why not make a contest out of it? The more we talked, the more excited we became. And when we discovered some more super game challenges in Atari's programming labs, just waiting for the right audience, the competition grew into a three-part Championship.

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With all this talk about **Gravitar,** I don't want to shortchange some of the other noteworthy cartridges included in this issue of **Atari Age.** For everyone who's been waiting eagerly for **Dig Dug** to appear, your wait is over—and it was worth it! Atari has used a new larger-capacity memory format for the 2600 system version, and the results are sensational. **Joust** and **Moon Patrol** offer amazing animation also, and the new family fun games featuring Sesame Street Muppets and Disney characters all boast beautiful character graphics. Then there's the next exciting round in the SwordQuest competition with the release of **WaterWorld.** We may be headed for winter, but Atari just keeps getting hotter!

Steve

P.S. I don't usually bother giving you my own playing tips — I learn how to master most games by reading your letters. But I've been playing Atari 2600 **Dig Dug** and discovered one absolutely crucial maneuver. Don't just keep the fire button pressed and wait for the pump to pop your enemies —hit that button repeatedly and fast! They'll pump up nearly instantly that way, and you'll be much more successful handling those sneaky Fygar and Pooka attacks.

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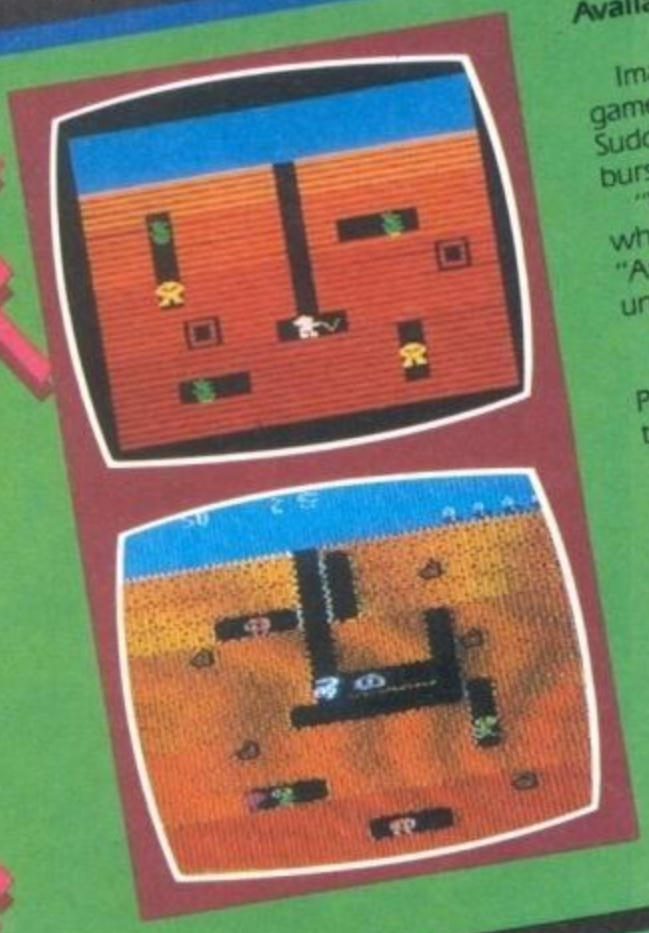
New Cartridge Report

Dig Dug



Available October for Atari 2600 and 5200

Imagine this scene. A top executive at a video game company is sitting peacefully at his desk. Suddenly one of the company's best designers bursts in with his idea for a terrific new game.

"We have this little guy named Dig Dug who digs tunnels," the designer explains. "And he finds these enemies, Fygar and Pooka, underground."

"Fygar and Pooka?"

"Yeah, Fygar is a fire-breathing dragon, and Pooka . . . well, he sort of looks like a giant tomato wearing yellow sunglasses."

"Sunglasses?"

"Right. And the miner loses a life if they touch him, or if Fygar hits him with his flames. Only the miner has a weapon — a pump. If he hits Fygar or Pooka with the pump hose, he can puff them up with air until they pop."

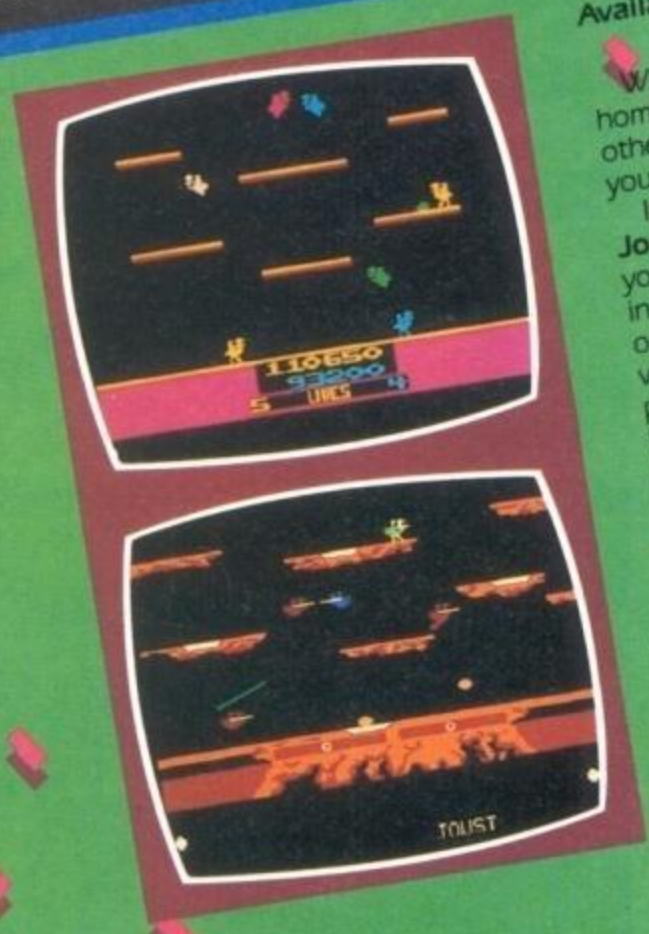
"Pop?"

"Yeah. Or he can drop rocks on them — that's worth more points. And if he hits more than one enemy with a single rock, he gets extra points. Oh, and Fygar and Pooka can turn into ghosts and travel right through the ground to attack. By the way, did I mention the bonus vegetables?"

At this point, what does the executive do? Throw the lunatic out of his office? Of course not! These are video games we're talking about, and that young genius has just invented **Dig Dug**, one of the most popular video games ever.

Now all of his wild creativity has been adapted for the Atari home video game system, and as one wit put it, **Dig Dug** is causing "a miner sensation."

Joust



Available October for Atari 2600 and 5200

While Dig Dug burrows his way into your home from underground this month, there are other arcade characters swooping down on you from above — the Buzzard Riders of **Joust.**

It is easy to understand the success of arcade **Joust.** The game stands out from anything else you've ever played. Players are knights in shining armor, riding into battle mounted on giant ostriches. To keep airborne, you press a button which flaps your ostrich's wings. How often you press the fire button determines whether you fly higher, sink lower, or hover. Right and left directional movement is controlled by joystick.

Your opponents in this joust are deadly Buzzard Riders. They come in three, increasingly skillful types — Bounders, Hunters, and Shadow Lords. Each has one goal in mind — to joust with you in mortal combat. Whoever is higher on the screen when you collide survives the joust and continues on to face further foes.

Winning the individual contest is not enough. When an enemy is knocked off his buzzard, the bird lays an egg. You must quickly snatch that egg. Otherwise, it will hatch into a new warrior, more deadly than your previous foe.

Even when you have become an egg-spert at jousting and egg-catching, another foe awaits to test you — the fearsome Pterodactyl, a fast and deadly accurate pursuer who can only be destroyed by a lance placed with the utmost precision.

Both Atari 2600 and 5200 versions capture the high-flying, nonstop action of the arcade original. The flapping wing graphics and skidding bird landings are particularly impressive. Looking at the 5200 game screen in particular it is difficult to spot any difference at all from the classic Williams Electronics arcade origin

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Gravitar

Available October for Atari 2600 — AN ATARI CLUB EXCLUSIVE

Gravitar is an outer space journey like nothing you've ever experienced before. Your spaceship cruises into a hostile solar system, thrusting to evade the pull of the Killer Sun's powerful gravitational force and reach one of the planets you must conquer.

There are three or four different planets in each solar system, plus an Alien Reactor Base. The planets have their own gravitational pull, relentlessly drawing you towards a crash landing on the surface. That pull can be tricky—it may be stronger on one side of the planet than another, or drag you more powerfully in one section of the planet.

The planets are armed with missile-firing bunkers, and patrolled by enemy saucers. Your mission is to knock out all of the bunkers on each planet—this will disable the enemy force and make the planet explode after you leave it. Before leaving, though, you must perform a delicate docking operation to pick up additional fuel from the planet surface—run out of lives, or out of fuel, and the game ends.

There are four separate galaxies to conquer in **Gravitar,** each with three increasingly difficult solar systems. The first galaxy has normal gravity—the second has reverse gravity, repelling you from the planets' surface. The third galaxy returns to normal gravity, but the landscape is now invisible, and the fourth galaxy combines an invisible landscape with reverse gravity—quite a challenging situation, to say the least.

Gravitar is not a game for everyone, even with a choice of five difficulty levels. If you are still struggling through the teddy bear levels of your Atari game cartridges, you won't get very far with **Gravitar.** However, if you're the type of player who is looking for a real challenge of your fancy flying and fast-firing abilities, this is the game you'll be playing for a long time to come.

Moon Patrol

Available October for Atari 2600

As a video veteran, you've done battle with your share of missile-dropping enemies from the skies. You've faced fearsome foes coming at you across the screen, and you've jumped to safety in many a treacherous situation. But have you ever done all of that at one time? That's the test you face when you tackle **Moon Patrol,** the home version of Williams Electronics' arcade hit.

You ride across the surface of the moon in your jaunty lunar jalopy. Craters appear on the surface, which you jump over with a flick of your joystick. Pushing the fire button sends missiles straight up and directly ahead of your Moon Buggy simultaneously. You'll need that two-way firepower—there are obstacles on the ground to blast away, and waves of pursuing aliens hovering overhead trying to do you in with missiles from above.

Atari **Moon Patrol** boasts three different courses, one- and two-player versions, and all the UFOs and obstacles of the arcade original. The catchy **Moon Patrol** theme song is here too, and we have yet to meet anyone who walks away from the game without humming that tune. And home players have one edge over arcade fans—you can choose from three levels of difficulty and two different Moon Buggy speeds, letting you tailor the game to your playing abilities.

SwordQuest WaterWorld

Available October for Atari 2600

As we told you last issue, an Atari Club member from Michigan now owns a solid gold, jeweled Talisman valued at $25,000. He read about SwordQuest here in **Atari Age**—the four-part nationwide competition with spectacular prizes at each level, and a final prize, a Sword of Ultimate Sorcery, valued at $50,000. He ordered the **EarthWorld** cartridge, entered the contest, and won. Now the third cartridge in the SwordQuest series is coming—**WaterWorld.** The prize this time is a fantastic golden crown, studded with diamonds, rubies, sapphires, green tourmalines, and aquamarines—another prize valued at $25,000. Will this be your chance to win?

SwordQuest WaterWorld is an adventure game with clues in two places—numerical clues buried in the game cartridge lead to word clues in the full-color DC comic book packed with the cartridge.

To solve the mystery, players must first explore the seven rooms of **WaterWorld.** Scattered throughout these rooms are 16 magical objects which are related to each other and to the seven rooms. Carry the right objects into the correct rooms and you will discover the numerical clues you need. Of course, you can't just walk around freely—your efforts are complicated by three skill and action sequences pitting you against ice floes, sharks, and octopi.

This is a tricky, absorbing game, filled with magic and mystical challenges, action and adventure. It will take time and clever reasoning to win, but it's worth it. Mastering the intricacies of **SwordQuest WaterWorld** could be your crowning achievement!

SEE MORE NEW ATARI 5200 CARTRIDGES IN 5200 FLASH, PAGE 34.

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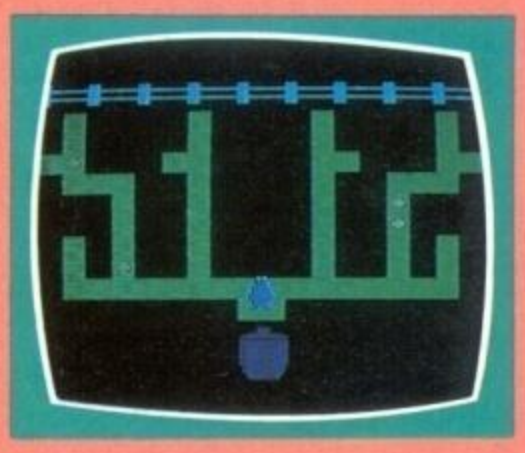
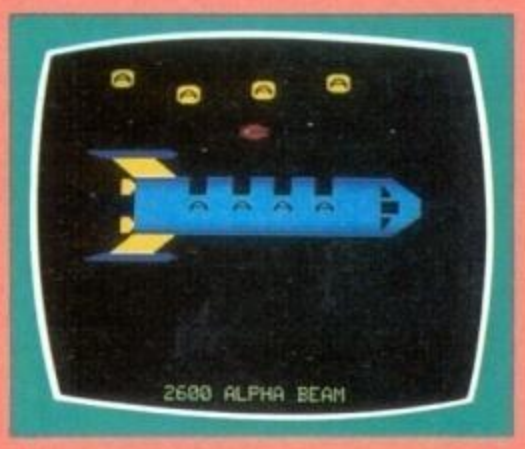
Kids' Cartridge Report

Atari Sesame Street Library





Available September for Atari 2600

The people at Children's Computer Workshop joined with Atari to create a line of very special videogames for children 3-7 years old. CCW brings impressive credentials to the effort—it is an activity of Children's Television Workshop, the people who bring us Sesame Street, The Electric Company, and 3-2-1 Contact. Working with the Atari design staff, they have come up with a new kind of videogame, presenting important preschool lessons in an active, colorful on-screen format.

Each game features one of the tremendously popular Sesame Street Muppets, characters preschoolers know and love. The bright colors, beautiful animation, and cheerful music all feel just like watching Sesame Street. But now, in addition to watching their Muppet friends on television, children can actually control the action themselves. Making Cookie Monster walk through a maze and Ernie transport letters with his space ship is great fun. These activities let kids practice important concepts, memory, counting, strategy, and alphabet skills, while developing powers of concentration and reasoning.

Another important feature of these games is a multi-purpose game manual, which includes not only playing instructions, but a read-aloud story, activity pages, and notes to parents to help children and adults get the most fun out of playing the Atari Sesame Street Games.

CCW games are played with the specially designed Atari Kid's Controller, with big buttons and colorful overlays that turn game movement into child's play.

Cookie Monster Munch

Everyone's favorite blue friend is in hot pursuit of his lifelong love — cookies! Lots of delicious cookies are scattered through a twisty maze. Players must lead Cookie Monster through the maze, let him pick up each cookie, then place them in the cookie jar at the bottom of the screen. When a round is complete, there's a wonderful reward — Cookie Monster's face fills the screen and he eagerly munches his chocolate chip treasures, with crumbs flying everywhere!

Cookie Monster Munch boasts 10 game variations, seven of which allow one or two children to play. There is more here than simple maze-running, too. Some variations pit Cookie Monster against a new character, the Cookie Kid, to see who can get the most cookies. Timers are also introduced in several variations to increase the challenge and, when the player really gets good, there's an invisible maze Super Challenge Game to tackle.

Alpha Beam with Ernie

Astronaut Ernie's rocket ship is out of gas! Players must help Ernie get home by filling up his rocket and making it blast off. And the way to do that is to maneuver a shuttle craft under the letter-coded fuel tanks floating in space, and beaming the fuel down into the proper slot in Ernie's ship.

Preschoolers practice letter recognition and letter matching in a delightful outer space setting. Game variations include both capital and small letter fuel tanks, with tasks including pairing the same letters, pairing capitals with their lowercase equivalents, and placing letters in order. Some of the variations include a timer to increase the skill required, and several feature two players working cooperatively on a task.

Sorcerer's Apprentice

Available October for Atari 2600

The first of a planned series of cartridges based on the famed Walt Disney characters is here, and it's fitting that Mickey Mouse is leading the way.

Remember the magical **Sorcerer's Apprentice** sequence in the classic Disney film **Fantasia**? Mickey Mouse is the overeager apprentice, itching to use the master's magic, even before he has the ability to control it. Mickey is supposed to carry in water from the well outside. When the Sorcerer isn't looking, though, he "borrows" the master's magical hat, and casts a spell which brings a broom to life and sets it to work carrying the water. Great idea — except Mickey has no idea how to stop his creation. When he tries hacking the broom to bits with an axe, every splinter turns into a new water-toting broom. They're creating a flood!

In **Fantasia,** the Sorcerer himself rescues Mickey from his soggy situation. But in the exciting new **Sorcerer's Apprentice** videogame from Atari, it's up to you to save the day.

There are two major playfields in the game. Above ground is a beautiful mountain scene, with meteors streaking across the sky and stars blazing. Mickey is armed with magic fireballs. Every star that falls between the mountain peaks turns into a broom with a bucket, filling the Cavern with water. Whenever Mickey hits a meteor with his fireball, he wins points and two empty buckets that can bail water out of the Cavern. Mickey can also catch stars with his magician's hat for extra points.

While all of this action is going on above ground, the underground Cavern playfield is filling up with water. When it's completely flooded the game is over. Mickey can prevent this by scooting down there to do battle with the brooms, knocking them out of commission and clearing a path for the buckets to carry water out of the underground chamber.

The pace builds rapidly — stars and meteors falling faster, more brooms springing to life, the water level rising dangerously, all to a lively soundtrack of "swooshing" water, bells, beeps, and of course, the famous Sorcerer's Apprentice theme music.

There are four skill levels to choose from, ranging from a beginner's game which is perfect for young Mickey Mouse fans to the Super Sonic level, a challenge for even expert joystickers. **Sorcerer's Apprentice** is a wonderful cartoon videogame treat for the whole family.

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Seven mysterious rooms — sixteen magical objects — a special full-color comic book — these are the keys to unraveling the puzzling secret of WATERWORLD. For one talented gameplayer, the solution will bring something more than personal satisfaction — he or she will win a spectacular golden crown, glittering with diamonds, emeralds, and rubies, and valued at $25,000. Then it's on to the finals for a chance at the Grand Prize — the $50,000 Sword of Ultimate Sorcery!

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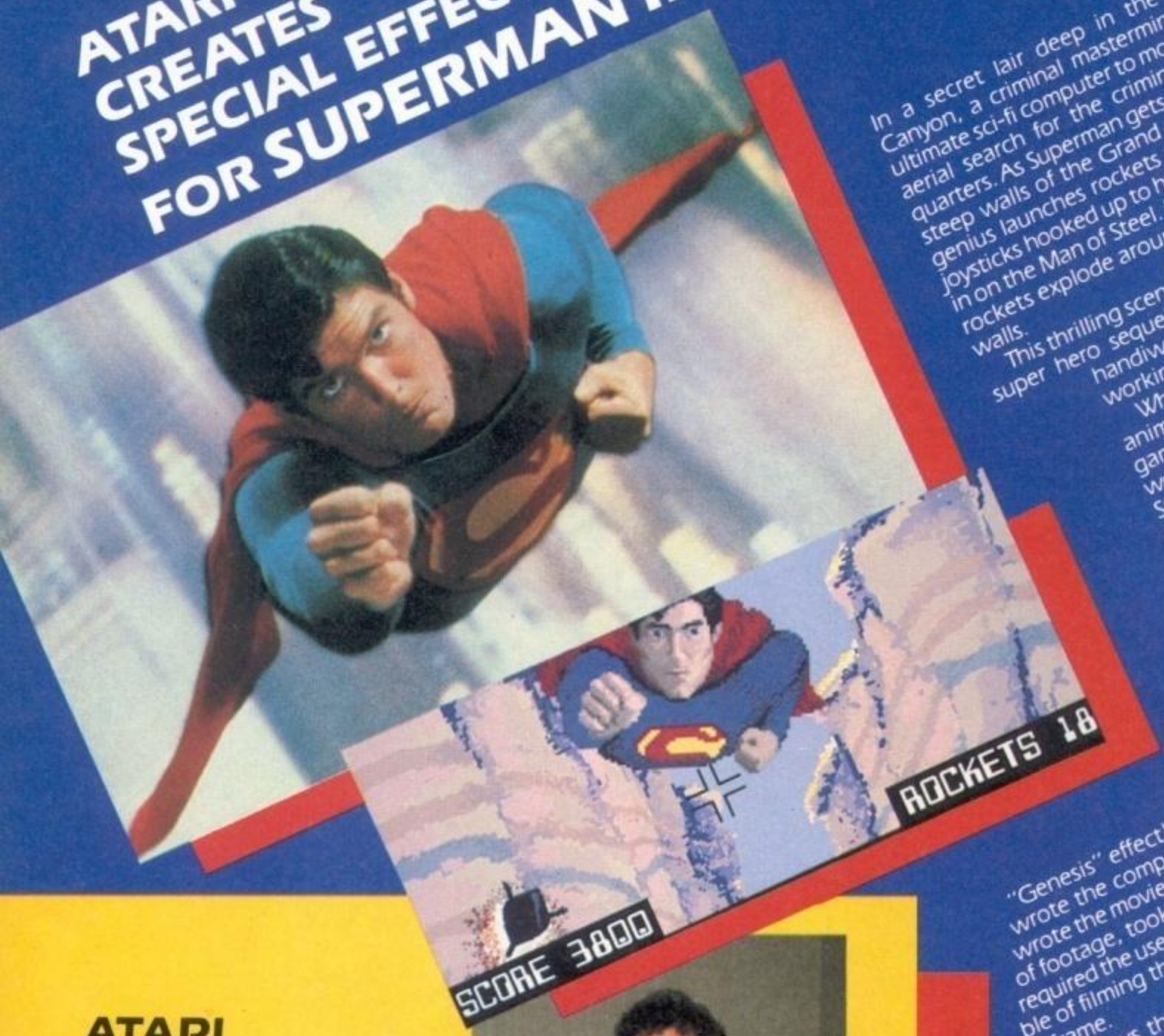
ATARI CREATES SPECIAL EFFECTS FOR SUPERMAN III



In a secret lair deep in the Grand Canyon, a criminal mastermind uses the ultimate sci-fi computer to monitor Superman's aerial search for the criminal's clandestine headquarters. As Superman gets closer and closer, scanning the steep walls of the Grand Canyon with his X-ray vision, the evil genius launches rockets that begin tracking Superman in flight. joysticks hooked up to his computer, the mastermind zeroes them in on the Man of Steel. But Superman deftly avoids a direct hit rockets explode around him, shattering nearby rocks on the walls.

This thrilling scene is from **Superman III**, Warner Brothers super hero sequel. It includes computer animation handiwork of an Atari special effects animation working under the direction of Steve Wright. When you see the movie, you will notice animation was purposely made to look like game. In fact, when the scene draws to a words "GAME OVER" flash on the screen. Steve, "Our objective was not to create computer animation of extremely high because then it would have looked like attempt to do live footage. Instead, was to produce a scene that looked like advanced video game, something see five years in the future."

Working with Steve was computer graphics animation came to Atari from Lucasfilm did special effects for **Star Wrath of Khan** (including were Paul Vicki

"Genesis" effect). Also on the Atari team were Paul wrote the computer animation software, and Vicki wrote the movie scripting logic. Their task, to produce of footage, took them three-and-a-half months to required the use of a custom-built 35-mm Panavision ble of filming the special effects off the computer by frame.

Steve says that producing computer animation consuming because of the tremendous computer to create a single image. "For instance," he state duced a sequence of six to eight scenes which ave to ten seconds in length. A ten-second scene ca 15 hours of computer processing to make." numbers in perspective, you have to rem motion picture film is projected at a speed of second, which means that 1,440 individual fr be designed and created for the minute-lon (Only 26 seconds of the 60-second anima appear in the movie.)

Steve requests that you keep an eye Atari in the credits of **Superman III** that there will be many more TV and fil the company in the future. Pat adds, few years, Atari will become one of computer graphics facilities in th 3-D computer animation."

ATARI FOUNDER SIGNS HOME VIDEO GAME AGREEMENT

Eleven years ago, a young graduate computer engineer named Nolan Bushnell combined his knowledge of microprocessing with a penchant for having fun. The result was **Pong,** the world's first popular video computer game, and a new company called Atari.

Bushnell left Atari in 1978, having sold the company two years earlier to Warner Communications, and went on to found the popular Pizza Time Theatre, a chain of family restaurants which feature electronic entertainment and video games. Now Bushnell is returning to the world of video games through Sente, a new company owned by Pizza Time Theatre which will begin marketing coin-operated video games after October 1, 1983. And he has struck up an alliance with his alma mater in a recently signed agreement under which Atari acquired the consumer rights to Sente coin video games.

Mr. Bushnell commented, "I'm looking forward to working again with Atari. The combined strengths of our companies offer tremendous opportunities for both of us."

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ATARI REORGANIZES, GREETS NEW CEO

In the face of an increasingly competitive videogame market, Atari has taken aggressive steps to maintain its leadership position. In May, a major change in the corporation's structure was announced. This was followed in July by the news that Raymond E. Kassar, Atari's chairman for 5½ years, had resigned his position. Mr. Kassar will continue on as a consultant. James J. Morgan was named Chairman and Chief Executive Officer of Atari.

In the past, Atari maintained separate divisions for Consumer Electronics (video games) and Home Computers. Now games and computers will be combined, allowing more efficient efforts in product development, sales, and marketing. Another change which should prove significant to Atari game fans is the consolidation of all programming, including coin video, home video, and computers, into a single organizational unit. Atari hopes that these and other internal changes will bring together the best minds throughout the company in a unified creative effort.

On September 6, Atari welcomed Jim Morgan, 41, who had been Executive Vice-President of Philip Morris, Inc. As Mr. Morgan told one interviewer, "I'm looking forward to working with the people of Atari and to building this company into being the absolute best at what it does in its industry. I measure everything to do with business on whether or not you're best at what you do."

SWORDQUEST FIREWORLD FINALISTS CHOSEN

Fifty talented videogame adventurers will be flown to Atari headquarters in November, 1983, to compete for the gold, jewel-encrusted chalice which is first prize in the **SwordQuest FireWorld** competition. The winner of this round then moves on to the finals, where he or she will compete with the winners of the other three **SwordQuest** contest rounds for the grand prize—a dazzling golden sword valued at $50,000.

A total of 73 contestants submitted valid entries with the five-word answer to the **FireWorld** puzzle. They were then narrowed down to 50 finalists through a statement completion essay tie-breaker.

Skillful players could uncover ten numerical clues hidden in the **FireWorld** cartridge. Only five of these lead to valid word clues in the DC comic book which comes with the cartridge, though. The secret to identifying the correct clues is contained in the poem on page 2 of the comic book. The phrase "add to seven" is printed in larger type. This is the determining factor —the digits in the valid numerical clues must add up to seven. These numbers indicate the pages in the comic book where the word clues will be found. With this knowledge the five-word answer emerges—LEADS TO CHALICE POWER ABOUNDS.

HERO PROGRAMMER NABS HIT-AND-RUN SUSPECT

Dave Theurer, the creator of Atari **Tempest,** was on the road on the Fourth of July, headed for a fireworks display. He noticed some teenagers crossing the busy highway. One boy hesitated behind his friends. The next moment he was knocked into the air by a pickup truck, and the driver kept on going.

Dave stopped to check on the boy, 15-year-old Michael McCully, who was lying on the pavement. Then he took off in his Porsche 928 in pursuit of the pickup. "I figured the person who hit him must have gotten onto 280," he told the **San Jose Mercury,** "because there was no one up ahead on Foothill [Expressway]."

Dave spotted a Datsun pickup and pulled up alongside, signalling the driver to stop. When the driver did not respond, Dave continued to follow him until, finally, the truck pulled into a parking lot. "He rolled down the window and said, 'What are they going to do to me?' I warned him he'd better get back there or it would be a felony," Dave recalls. He convinced the driver to return to the scene of the accident, where he was arrested on charges of felony hit-and-run, drunken driving, giving false information to a police officer, and driving without a license. The victim suffered a severed spine, and is paralyzed from the waist down.

Police say that without Dave's assistance, the driver would have gotten away. Officer Ralph Anderson of the California Highway Patrol told the **Mercury,** "I wish there were more like him. Usually, it doesn't happen this way."

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MARIO BROS. IS COMING

Look closely at the game screens shown at right. This is your first peek at **Mario Bros.** by Nintendo, the home adaptation of the coin video game just released to the arcades. And unless we've totally lost our powers of prediction, you're going to be spending a lot of time looking at those screens in action in coming months—**Mario Bros.** looks like a sure hit for both Atari 2600 and 5200 fans.

Mario Bros. may set a new record for speedy adaptation from arcade to home screen—the coin-op game appeared only this summer, and the Atari version is due in time for Christmas.

The game brings back Mario, the daring carpenter who so valiantly rescued Pauline in **Donkey Kong.** Mario's love life is not a factor in this game, though. Now he has given up the construction business and taken up plumbing, working with his brother Luigi. The two of them battle a strange assortment of creatures on a screen with four levels of flexible floors. At the top of the screen are two pipes, and out of those pipes come the pesky critters—Shellcreepers (turtles), Sidesteppers (crabs), Fighterflies (flies), and Splices (ice men).

Each enemy has its own distinctive pattern of movement, and requires a different tactic to eliminate it. The basic move is the same, though—Mario or Luigi must jump up and hit the floor underneath the creature. Bopping a Shellcreeper this way immediately flips it over on its back. Then you climb up to the same level as the stunned turtle and kick it into the water below before it can turn itself over. Other creatures call for different variations on the bop-and-kick routine. Our favorite is the Sidestepper—the first time you bop it makes it mad. It gets a furious look on its crabby little face and speeds up tremendously. Only the second pop from below will turn it over and make it vulnerable.

Mario Bros. has a lot going for it. While it can be played by one player, the two-player option is a special treat. This is one of those rare games where both players can be on screen at the same time, working together to defeat the enemies or trying to knock off your brother at the same time. There is plenty of variety in the gameplay, from fast-flying fireballs and multiple creatures to bonus rounds, slippery floors, and a useful "Pow" button. All of the play features found in the arcade game have been faithfully reproduced in the Atari 2600 and 5200 home versions. And the animation achieved by Atari programmers is probably the finest ever available for both systems.

Look for more details and ordering information in the next issue of **Atari Age.**

2600 KEYBOARD POSTPONED

The keyboard system designed to adapt the Atari 2600 for use as a home computer, described in the May/June issue of **Atari Age,** has been postponed indefinitely. Several factors contributed to the decision, notably the introduction of the new line of Atari XL computers. The retail price of the least expensive model in the new line, the Atari 600XL, is only slightly higher than the projected price of the keyboard unit, while offering the advantages of 16K built-in memory capacity, a full-size keyboard, and compatibility with all Atari computer software and hardware.

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THE CASEBOOK of R. CADE

Introducing R. Cade, high school detective, and the baffling case of the Pac-Man Prize Scandal. Can you figure out how he solved it?

She wasn't much to look at, but she knew how to make a drink. It felt right as soon as it hit your tongue, slid down quick and easy, and left you wanting another one fast. No question about it, Tommy's mother makes a great glass of lemonade. And I ought to know. I make it my business to know all there is to know about the things I enjoy. Like lemonade. And lizards. And most of all, video games.

My name's Cade. My parents named me Roger, but I dropped that monicker a long time ago. Now it's just Cade—R. Cade. When people have certain kinds of troubles, they come to me for help. I have a reputation as a problem solver.

Like the journalism prize scandal over at More Science High. Of course, they didn't know they had a problem, until I showed up.

I got on the case that afternoon at Tommy's house. We were knocking back pitchers of his mother's lemonade, playing **Ms. Pac-Man** and shooting the breeze.

"So what's new over at the gazette?" I asked. Tommy was editor of the high school paper. You've seen that kind of rag before—J.V. Football Team Wins Again, Drama Club Stages **My Fair Lady,** Debate Society Visits Washington. I came to Tommy for the dirt behind the headlines.

"There is something you might be interested in, Cade." Tommy was half a second away from gulping a bonus banana—a big 5000-point baby—when he put down his joystick and looked me in the eye. I knew this was something big. "You know that journalism scholarship prize the school's running. Best essay, 5 grand in scholarships, winner gets printed in the school paper?"

I nodded. Of course I knew about it—I kept waiting to hear that my piece on chameleons had copped the big bucks. I had a feeling it would be a long wait.

"I'm on the judging committee, me and some faculty members and a character from the PTA. We've got it narrowed down to two essays. Betty Jo Bialoski wrote this piece about adopting homeless pets. Pretty grim, but that girl knows how to string together her metaphors, if you know what I mean."

I knew what he meant.

"Then there's Henry Cadwallader."

My eyebrows shot up half a foot. I'd had more than my share of run-ins with this Cadwallader character. You look up "sleazy" in the dictionary, you find Henry Cadwallader's picture. I was the guy who caught Caddy collecting pennies for UNICEF on Halloween and pocketing the proceeds. The assistant principal had hushed it up, but Caddy knew who tipped him off about that little caper, and he knew I knew he knew.

"Seems Cadwallader went on a trip to California with his family. While he was out there, he passed through Sunnyvale—you know, where Atari hangs its shingle. I don't know how he did it, but Caddy got an interview with the guy who programmed **Pac-Man,** and he wrote it up as his essay for the contest. He could take all the marbles."

"So what's the problem?" I asked.

"C'mon, Cade, we both know Cadwallader. He'd run for homecoming queen if there was money in it. And if there was a way to rig it, he'd win, too. I just don't like it."

"Don't suppose you've tried checking out his story?"

"I'm a newspaperman, Cade, I always check out my stories. This is a tough one, though. His family did take a trip to the Coast, I know that much for a fact. But he doesn't give the programmer's name in the story—says Atari won't allow that information out the door. And when I tried calling their people in coin-op, I hit a brick wall."

"Don't suppose you have a copy of Caddy's masterpiece here?"

"It might be over there in my bookbag, Cade. But of course, I couldn't let you see it—only the judges see the entries until the winner's announced. Wouldn't want to break any rules."

"Of course," I said, and watched Tommy pick up the half-full pitcher of lemonade.

"Looks like we could use a refill, wouldn't you say. Excuse me for a minute."

I didn't have to be asked twice. The minute Tommy disappeared up the stairs I grabbed Caddy's essay out of the bookbag and started reading. Nothing out of the ordinary in the first few 'graphs—couple of split infinitives, a misplaced modifier, but nothing criminal. Then I latched onto this passage of purple prose:

> I asked Mr. X how his fellow programmers felt about the tremendous success he had had with **Pac-Man.**
>
> "That's a terrific question. I'm really enjoying this interview. Yeah, I guess there was a little jealousy among the other programmers here at Atari once the quarters started rolling in. You know, when you design a new coin video game, you never know how well the game will do. I mean, each game is brand new. Sure we try out the new coin-ops before they're shipped out, and we even invite local kids in to play them. But until the machine reached the arcade and the response started rolling in, I had no idea what a terrific character I had created."

I heard Tommy coming, stomping down hard on each step and tinkling the ice violently in the pitcher to make sure I'd hear him. I stashed the papers back in his bookbag and leaned back on the couch. I tried to look innocent, but the glare from my smiling teeth was blinding.

"Tommy," I said, "I don't suppose you have Cadwallader's phone number handy. I feel like talking to my old friend Henry."

I spent three minutes flat on the phone with Henry Cadwallader. No yelling or screaming—we just talked about video games. By the time I got off the phone, Tommy knew how I'd sniffed out a rat, and Cadwallader had indicated his intention of pulling out of the competition the next day at school. He also indicated some doubt about whether I would live to see the ripe old age of 17, but I don't take that kind of talk too seriously. It's all in a day's work.

A week later the school paper hit the streets with a prize-winning story about homeless pets. Way down in the Honorable Mention list was my name. To tell you the truth, I still think I should have won. Chameleons are terrific animals. In fact, a chameleon helped me crack the Case of the Attract Mode Murders. But that's another story.

...y Cade cracked the case? The answer is in the Solution S...

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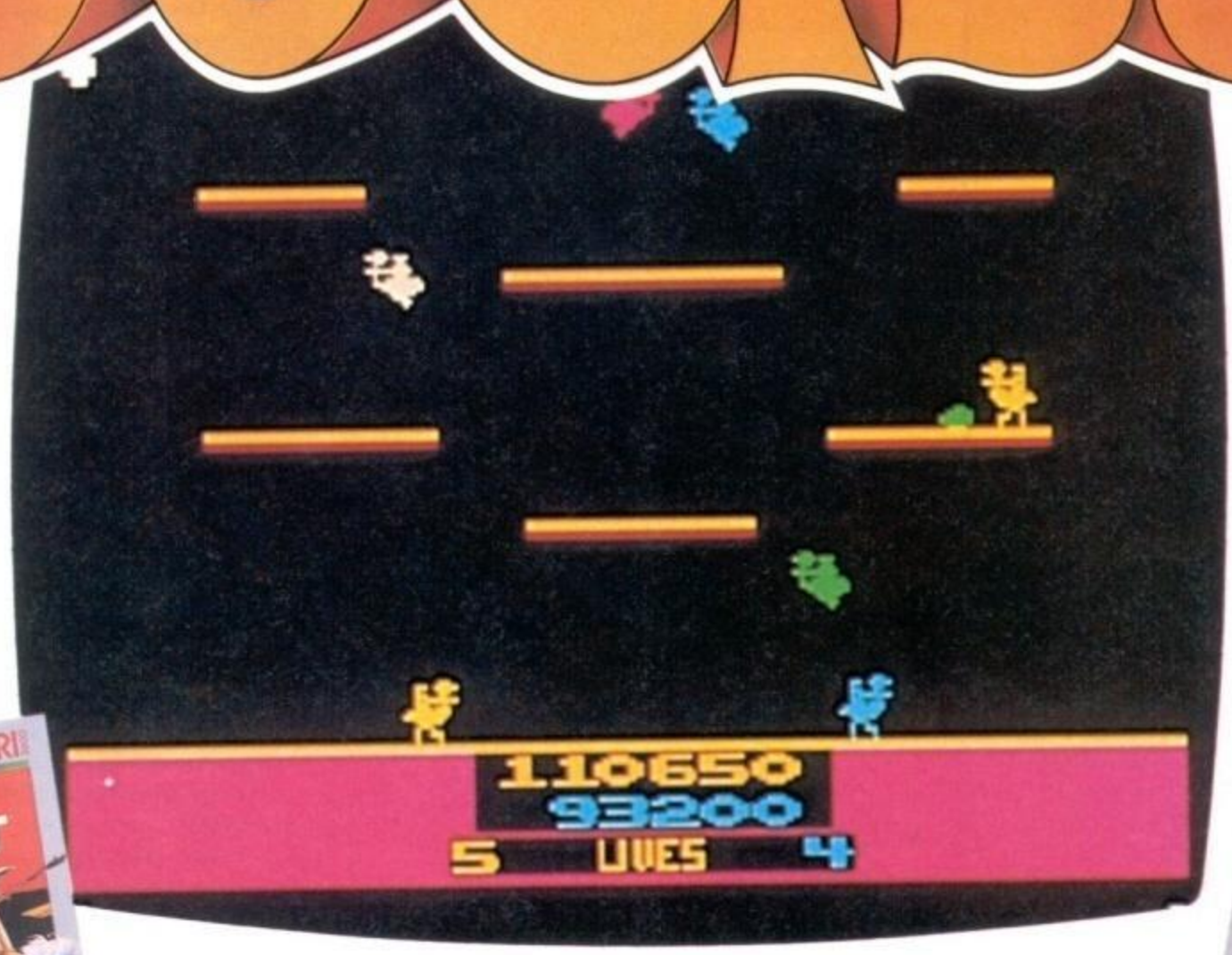

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See Page 5 for details.

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WE WANT MORE MEMBERS!

The Atari Club is growing larger by the day, and we couldn't be happier about it. We mailed out more than a million copies of this magazine! But there are still millions of Atari fans who haven't joined the Club, and we need your help to reach them.

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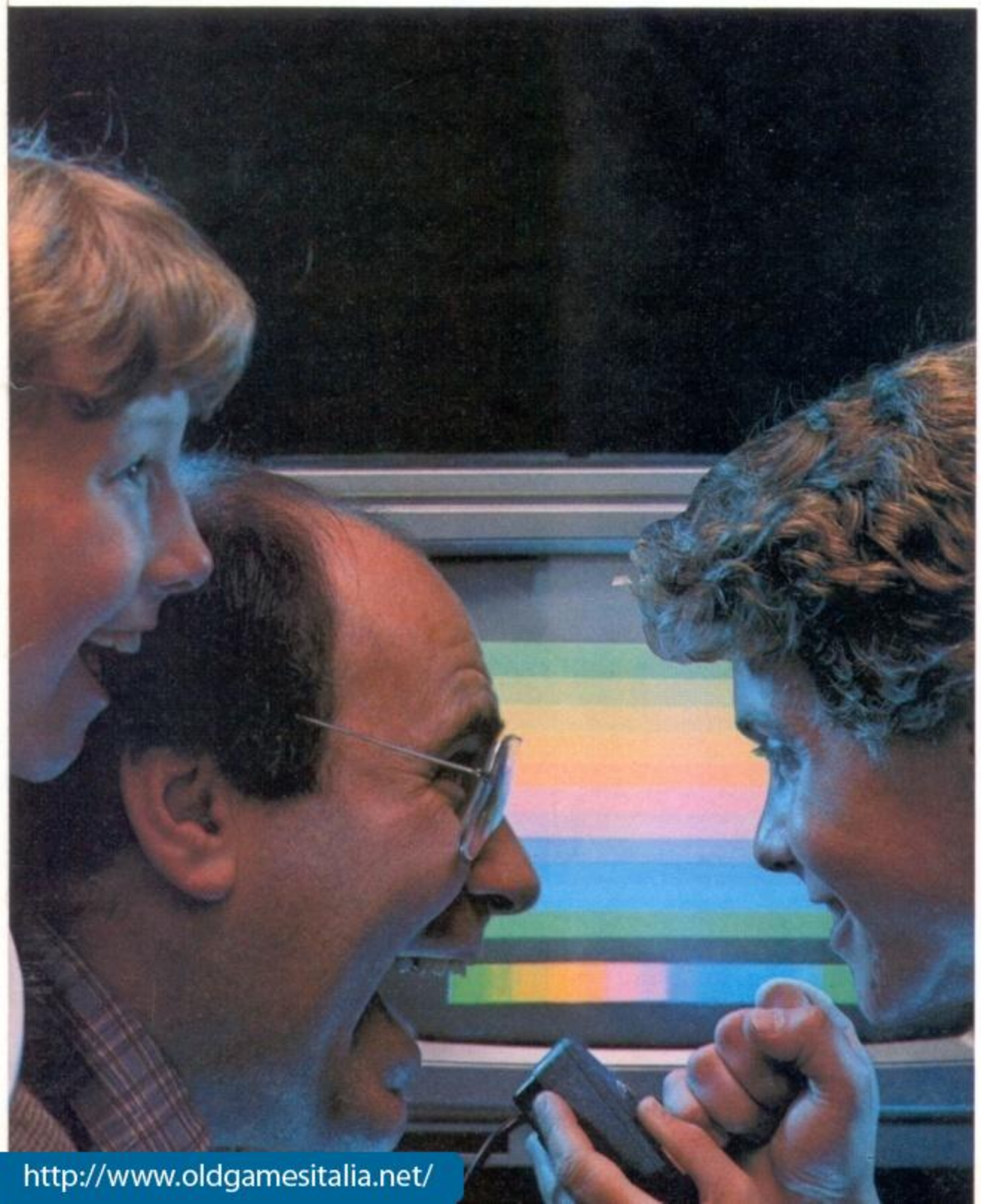

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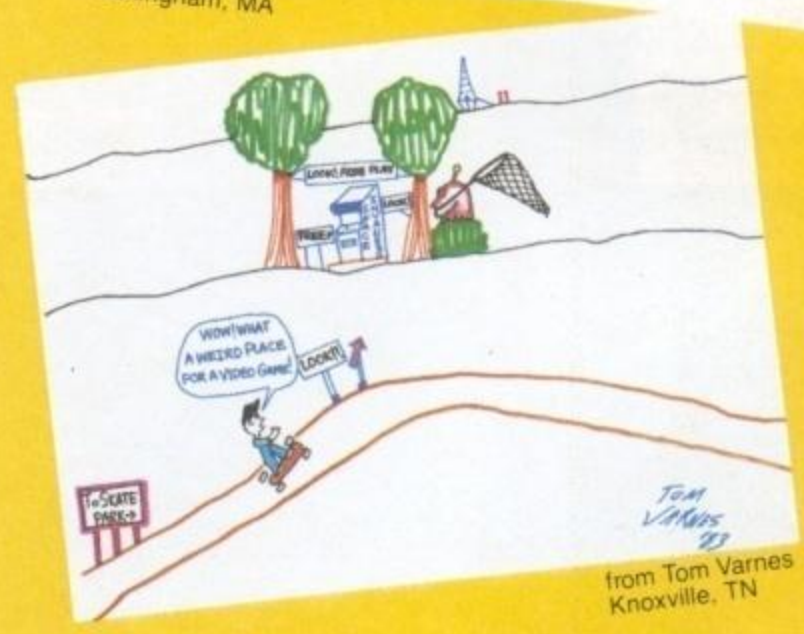
YOUR TURN

SPECIAL THANKS...

gratitude, admiration, favorable glances and 5 ARCs each to these contributors of superb "Your Turn" material which didn't make it into print in this over-crowded section: Chris William, New Hyde Park, NY; Jeffrey Toole, Waycross, GA; Rob Hendrick, Manhattan, IL; Tony Brnic, Laurel Springs, NJ; Mario Lopez, Corpus Christi, TX; David Smekens, Bluffton, IN; Louis Ashby, Falls Church, VA; Paul Sungenis, Vineland, NJ; Erin Durbin, Manlius, NY; Chris J.G. Nasta, Brooklyn, N.Y.

This issue we'll concentrate on some truly mind-boggling brainteasers, and a very exciting secret message pointed out by an eagle-eyed Club Member from Indiana. If you would like to contribute to your Club magazine, send your observations, artwork, jests and jocular jottings to Atari Age, Your Turn Dept., 1700 Walnut Street, Philadelphia, PA 19103. As always, a free game cartridge goes to the contributor of each item we print. And we've added a new bonus to the pot—everyone mentioned in our "Special Thanks" section will receive five ARCs.

from Jeffrey Pattow
Bellingham, MA



from Tom Varnes
Knoxville, TN

COUNTERMEASURE SECRET REVEALED!

I think I've found the "secret code" in COUNTERMEASURE. When I saw the skull and cross-bones, I realized something. In the upper left crossbone, either the letter "A" or "R" and "M" appeared. It always stays on when the game shows the skull.

from David Packard
Lafayette, IN

EDITOR'S NOTE: Funny thing—those initials are right there in plain sight, but nobody we spoke with had noticed them until David pointed them out. The AM initials belong to the gentleman who designed the graphics for *Countermeasure*.

VIDEO BRAINTEASERS

WHO'S WHO IN THE GAME ROOM

One afternoon in a game room, there were four people playing video games. They were Steve, Jim, Betty, and Sherryl. The games they were playing (not in order) were *Pac-Man, Centipede, Galaxian*, and *Defender*. Their scores were 1087, 874001, 18701, and 29875. Who was playing what game, and what was each player's score?

CLUES:

1. Betty hated *Defender.*
2. Jim's score was better than the score of the person playing *Defender.*
3. The person playing *Defender* had the highest score.
4. Jim had a score of 29875.
5. The person playing *Pac-Man* had received an extra man at 10,000 points.
6. Sherryl had the lowest score.
7. Steve was playing *Defender.*
8. The person playing *Centipede* had 29875.

from Darin Robertso
Gas, K

ELLEN'S FAVORITE PUZZLE

This is a word puzzle. To figure it out, read very carefully and concentrate on what you're reading.

I have a friend named Ellen Green who is very picky about the Atari games she plays. Can you tell me why she likes certain games and not others?

She likes *Human Cannonball* but doesn't like *Circus Atari.*
She likes *Video Pinball* but doesn't like *Breakout.*
She likes *Video Chess* but doesn't like *Video Checkers.*
She likes *Street Racer* but doesn't like *Slot Racers.*
She likes *Basketball* but doesn't like *Bowling.*
She likes *Pele's Soccer* but doesn't like *Golf.*
She likes *Air-Sea Battle* but doesn't like *Combat.*
She likes *Basic Programming* but doesn't like *Brain Games.*

Still having trouble? Try these special clues! She *loves Missile Command* bu doesn't like *Asteroids.* She *loves Football* but doesn't like *Home Run.* Although she hasn't played *RealSpor Volleyball*, she says she wil *love* it!

from Omar Flamm
East Rockaway, N

Answers to Brainteasers on page 2

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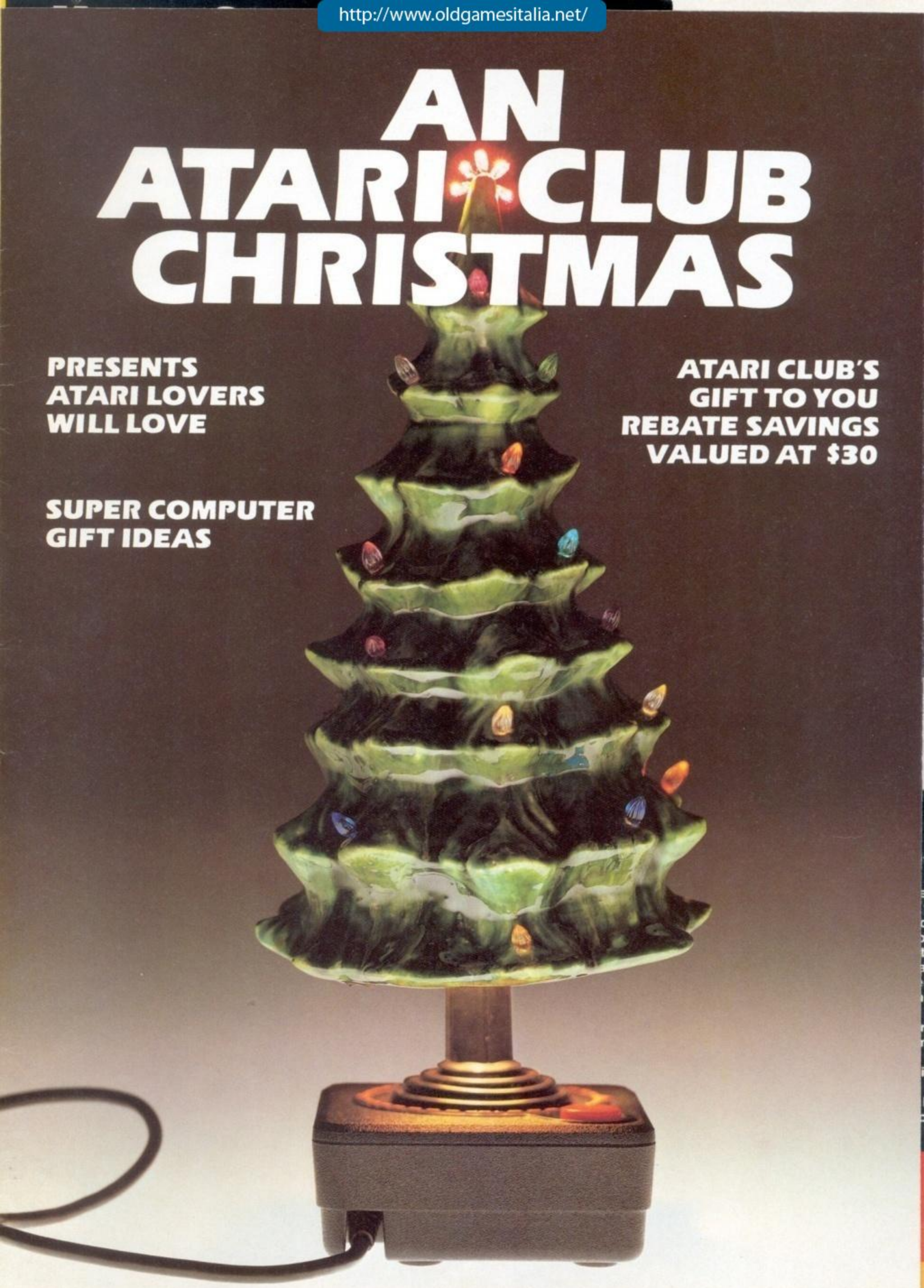

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Master Strategy Guide

VANGUARD

Vanguard was a "sleeper" when it was first released — it came out in January 1983, when everyone was busy playing the Atari cartridges they'd gotten for Christmas. But now, nearly a year later, you'll find *Vanguard* on best-seller lists from coast to coast. That kind of staying power is rare for a video game, but *Vanguard* deserves its popularity — with full scrolling action, brilliant colors, lots of distinctly different enemies and playing zones, it is a one-of-a-kind winner.

Here are some of the best *Vanguard* playing tips we've received so far. If you have some worthwhile playing tips for any Atari home video game, please send them to The Atari Club, Master Strategy Guide Department, 1700 Walnut Street, Philadelphia, PA 19103. We'll send a free Atari game cartridge for every contribution we publish.

Kemlus Bonus

If you hit the Kemlus in the Bleak Zone with one of your missiles and then dock into it, you will get 1,090 points for docking plus 100 to 400 points for killing it.

Steve Schoenecker
Goddard, KS

Free Fuel Here

When you fly through an energy pod, not only do you receive ten seconds of pod power, but you also receive a full fuel supply. This is extremely helpful after you exhaust a large portion of your fuel while waiting to destroy the Gond. By using this technique I am able to get 8000 points every time I destroy the Gond without worrying about running out of fuel.

Bob Lane
Newberry, MI

Less Energy, More Points

In the Mountain Zone, try not to get the energy too often, since you can destroy more enemy ships by shooting them than by ramming them.

Vicente Vigil
Santa Fe, NM

Extra Life Secret

I found a way to get 6 ships instead of 5 in *Vanguard*. When starting a game, press the Game Reset and the Game Select switches down at the same time, then release them quickly. You will not get to see the first map, but you gain that extra ship.

Mark Hammer
Kettering, OH

Tour Guide to City of Mystery

In the City of Mystery, the top barrier won't hurt you if you go straight up and don't move sideways. If you avoid the missiles long enough, the bottom barrier will get near you and then disappear. Then you have the entire screen to move around in.

If you lose your last ship in the rain of Romedas, the display mode will shoot the Gond and you will get the extra points.

G.P. Thomas
Ypsilanti, MI

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YOU'LL DIG

DIG DUG

One of the best-loved arcade hits of all time is home at last — DIG-DUG!

Plug in the cartridge, grab your joystick, and you become Dig-Dug, the dauntless miner who deftly battles strange foes beneath the earth's surface.

You create a complex maze of tunnels yourself using your trusty shovel. Set traps for your strange underground enemies, — Fygar, the fire-breathing dragon, and Pooka, the innocent-looking round red creature who's deadly to the touch.

You're armed with a powerful pump — hit your enemies with the tube and you can pump them up till they pop. Or for even more points, tunnel under a boulder and send it crashing down on your pursuers. Watch out, though — Fygar and Pooka can turn ghostly at any moment, ignoring all tunnel walls and heading straight at you!

DIG-DUG — the underground smash now available for the Atari 2600 and 5200 systems.

ATARI 2600
DIG DUG
Item Code C87
Club Member
Price $31.95

ATARI 5200
DIG DUG
Item Code G23
Club Member
Price $36.95

DON'T MISS THE ATARI CLUB'S FREE BONUS CARTRIDGE OFFER See details on page 5.

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THIS ISSUE: SHOULD THERE BE A HOME COMPUTER IN YOUR HOME?

This new regular feature of Atari Age will help would-be computerists understand how home computers work and what they can do. Since many of you will be considering a home computer as a Christmas gift, we'll start with a brief buyer's guide. In this issue, we'll help you decide whether a home computer is a worthwhile addition to your home at this time. Then next issue, we'll help you sift through the crowded marketplace and find the right machine for your needs.

If you are confused by the world of home computers, don't worry—you're not alone. In the past few years, the technical types have succeeded in bringing the price and size of computing equipment within reach of what is loosely called the "general public." Unfortunately, the folks in charge of explaining what the machines can do for you have not been quite as ingenious as the engineers.

Whether you buy a computer at a department store, a computer specialty store, or by mail, it is important that you have some knowledge about computers before you start shopping. Let's try setting some guidelines to help the "average" person make an intelligent decision about buying his or her first home computer.

• DON'T JUST GRAB AND HOPE

Buying a computer is different from buying most other electronic gear, such as televisions or stereos, in one important way—once you start with one company's system, you are locked into that system. This does **not** mean that you are limited to buying only computer products made by that company. However, each manufacturer's computers are different, and any additional equipment or programs you buy must be designed to work with that system—they must be **compatible**, to use the word the industry uses. Be aware also that in most cases, even the different computers made by the same company will not be fully compatible.

Don't just buy the first computer to catch your eye with a snappy commercial or attractive packaging. Understand that the equipment and programs you use will have to be compatible with the computer system and model you own. The wrong choice now could limit your choices in the future.

• BUT DON'T WAIT FOREVER, EITHER

Having just advised caution, we have to address the "wait-and-see" attitude some potential computerists have taken. The logic goes something like this: "Look at what happened to calculators and video cassette recorders. When they first came out, they cost a fortune. Then the prices plummetted. If I wait a little longer, computer prices will go down even further, and they'll be able to do even more."

If this article appeared a year or two ago, that attitude would make sense for a lot of people. But today, the economic changes which drive the cost of new technological products down have already taken place in the world of home computers. Manufacturers have learned to build computers more efficiently, the price of some components used in them has gone down, and they are selling enough of them to make a decent profit at a lower price per unit. Put it all together, and the price of a home computer right now is extremely attractive.

What about waiting till the new models come out with new features? Assuming once again that you are the "average" home computer user, the question can be turned around to read, "What more do you want?" The major changes in home computers expected within the next year or so include larger memory capacities and slightly faster processing times using 16-bit microprocessors. Is that worth waiting for? Probably not for most of us. Current home computer models can handle all the functions most people will need or want, including home education, word processing, information storage and manipulation, computer-to-computer communication over telephone lines, and some pretty spectacular gameplaying. Of course the technology will improve—technology always improves. But unless you're the type of person still holding off on buying a color television or stereo until the ultimate model is introduced, this is a logical time to buy a home computer—**if** you want one.

• WHAT CAN IT DO FOR YOU?

The simple fact is that everybody in the civilized world does not need to own a home computer at this time. We may soon see the day when a computer **is** a necessity—when banking by home computer becomes common, or your morning paper is delivered via printout instead of paperboy, or working arrangements linking home computers with office computers become accepted practice. For now, though, the home computer has not become a basic home appliance.

However, for most of us, a computer opens up enormous possibilities in two major areas—**practical applications** and **entertainment.** Here's a quick rundown of some home computer capabilities which are available right now. Which ones would **you** use?

• WORD PROCESSING

This gets top-of-the-list status primarily because it's being used right now to write this article. Word processing lets you do everything a typewriter does and much more. When using your home computer as a word processor, the material you type appears on your television screen as you type it. You can then read it over and make any changes quickly and easily before you print out the text on paper. Even after you print it, you can go back, make further corrections, and print out a new copy with all your changes, without having to manually retype the whole document.

The changes you make aren't limited to spelling changes, either. You can change

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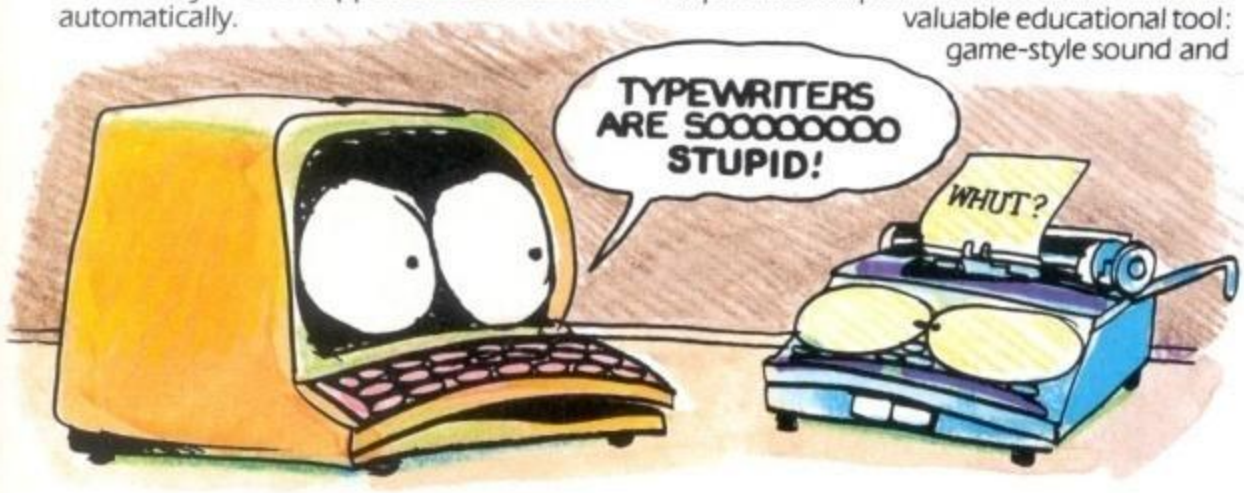
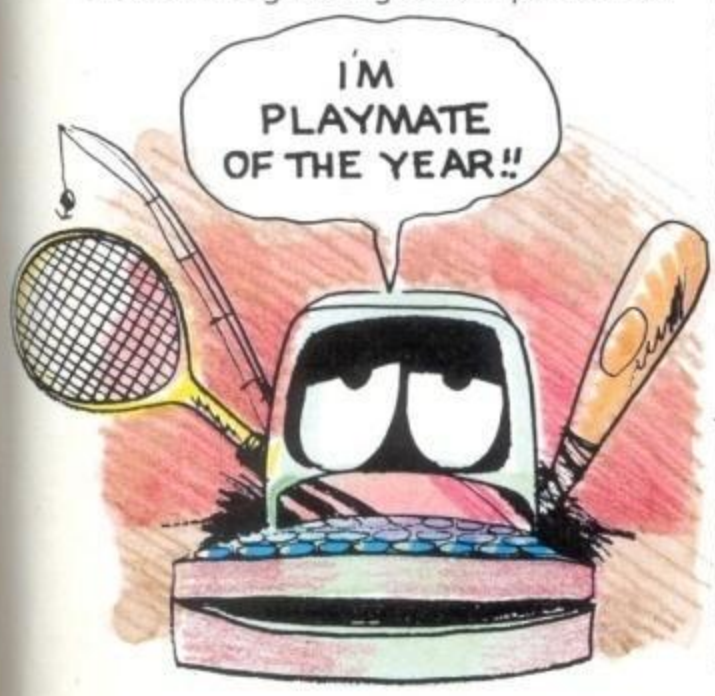
the margins or the size of the printed page. With many printers, you can change type styles and use underlining for emphasis. You can delete or repeat whole blocks of text, or move sections around within the document. If you want to send the same letter to several people, all you have to do is change the address section and print out a new copy. You can even save your work, turn off the computer, and come back to it at some later date. And that doesn't scratch the surface of the fancy features you can find, like computerized proofreading or changing a word everywhere it appears in a document automatically.



For students or anyone who does a fair amount of writing, this home computer application is a tremendous time-saver. And the price of a computer system which can handle basic word processing, including a printer, has dropped below $600 recently.

• GAMEPLAYING

The quantity and variety of computer games available today is enormous. This includes home versions of arcade-style games with beautiful graphics and excellent control, but there is more to home computer games than better versions of the type of games already found on home game systems. Strategic games for home computers can put you in charge of an entire army, or make you a detective gathering clues in pursuit of a murderer. Adventure games using all-text or text plus graphic images challenge your reasoning powers, and may go on for hours, or even weeks. The creativity demonstrated by computer game programmers is astounding, and new concepts seem to appear every week.



• EDUCATION

Educational programs for home use range from preschool lessons in the alphabet, reading, and math to foreign languages, musical composition, speed reading, and typing. Two important computer characteristics make it a valuable educational tool: game-style sound and graphics make lessons more entertaining, and the patience of the computer makes it a very friendly teacher. Computers don't get mad when you make a mistake, they don't embarass you when they correct you, and they will wait patiently while you figure out the answer to a question.

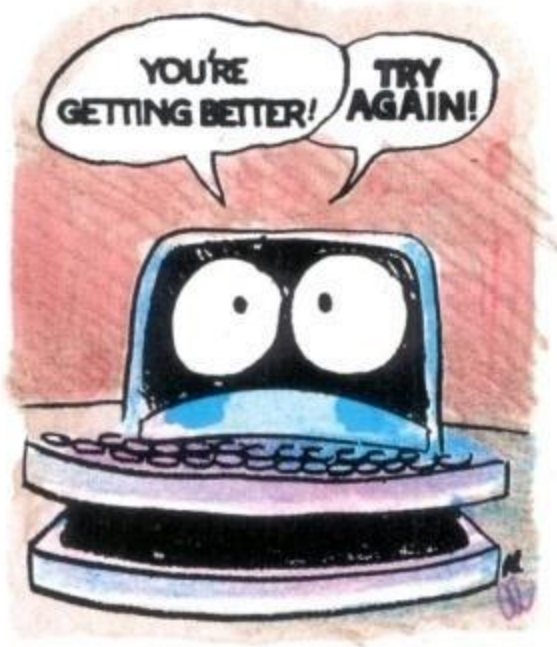
• PROGRAMMING

Books and magazines offer all the information you need to learn how to write your own computer programs. There is even the possibility that you could break into the glamorous and exciting world of computer programming someday from humble beginnings in your living room.

For most home computerists, though, programming is more than a practical tool —it is a source of tremendous enjoyment. Programming requires learning the nuts and bolts of computer language, and then bringing your own distinctive creativity to the process. The challenge of "talking" to a computer and making it do what you want it to do is perhaps the most enjoyable and satisfying computer "game" you can play.

• FILING AND RECORDKEEPING

Whether you are a small businessman or just somebody with a lot of information to keep straight, a home computer can be invaluable in remembering and organizing information. Everything from names and addresses to recipes to budget items to details on the specimens in a coin collection can be stored using your computer, and pulled out when needed. The computer also lets you sort through the information you've stored, selecting just the people living in a particular state, for example, or only the recipes which use turkey as a main ingredient.



• TELECOMMUNICATIONS

Using a readily available device called a **modem,** you can link your computer to another computer through your telephone lines. This lets you send electronic letters from computer to computer, or transmit reports to your office instantly. Tap into commercial data services, such as The Source and CompuServe, and a wide range of information is at our fingertips, including news, financial reports, airline schedules, research facilities, computer programming aids, and more. There are also games to play "on-line", including some which involve players across the country simultaneously.

Another popular telecommunications application is communicating CB-radio-style from computer to computer. Some computer users focus on particular fields of interest, from aviation to zoology. Others just get together to "chat."

• MONEY MANAGEMENT

The home computerist can find "user friendly" programs which make it easy to keep track of home or business budgets, to analyze investments, and file financial information conveniently. Many inexpensive computers can now organize all the financial affairs of a small business, including inventory, cash flow management, billing, and more, at a small fraction of the cost of traditional "business" computers.

• LET THE BUYER BE AWARE

That's a fast glimpse at what a home computer can do for you. Now, assuming you have answered the question, "Do I want one now?" with a rousing "yes," we move into a whole new set of questions about choosing the right one. "Let the buyer beware," the saying goes. The answer is to be **aware** of the ins and outs of home computer purchasing. We'll discuss the critical points to consider in the next issue of **Atari Age.**

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ARCS

NOW CLUB MEMBERS GET EVEN MORE FOR THEIR MONEY

ARC stands for **A**tari **R**edemption **C**ertificate. You can use ARCs to save on selected Atari video game cartridges, and accessory items such as storage units and controllers. In coming months, more ARC benefits will be introduced, including the opportunity to preview new Atari games before they're released, and special ARC contests.

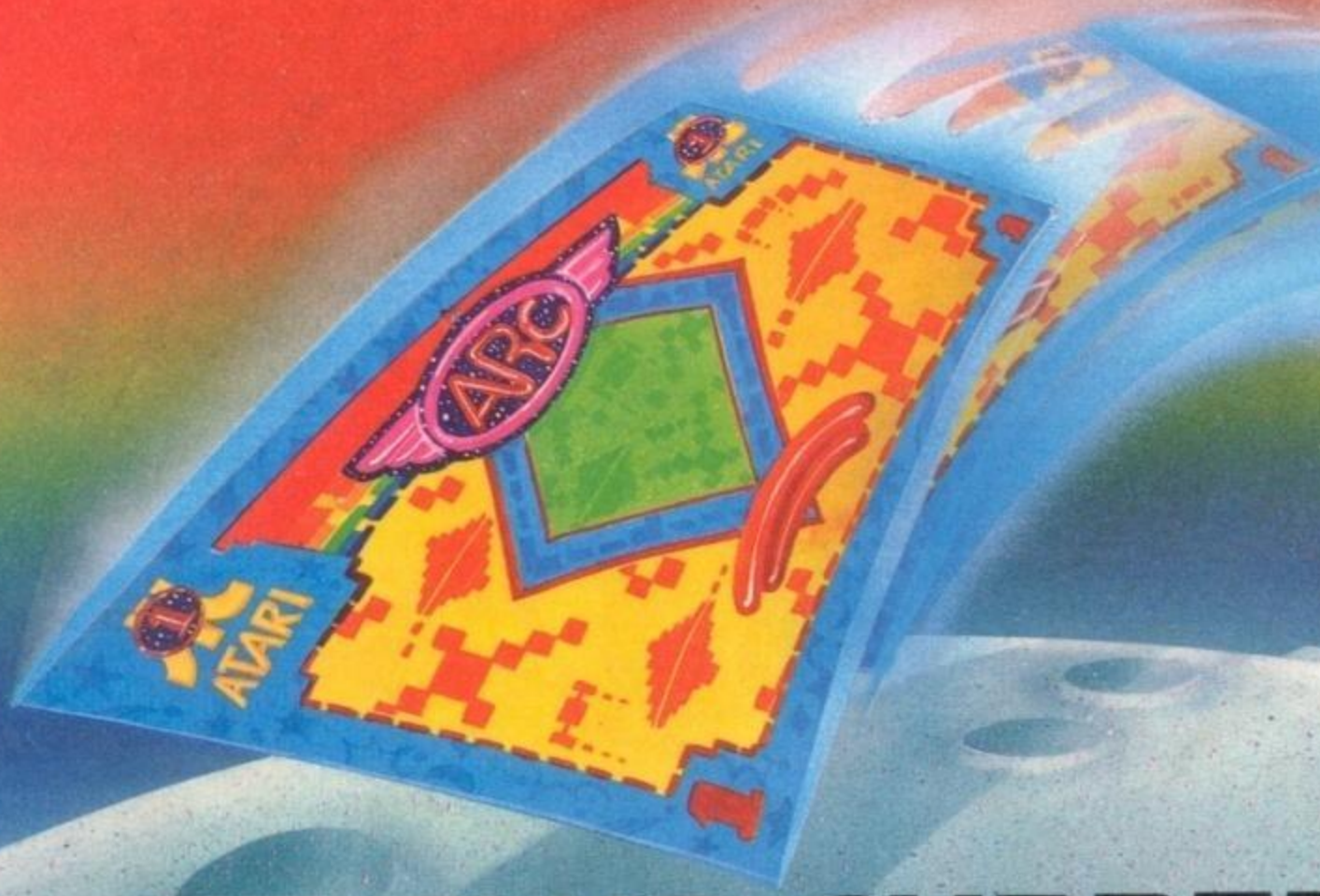
START COLLECTING THEM NOW

To get the ARC program rolling, we're going to give 5 ARCs to everyone who orders anything at all from this issue of **Atari Age.** We've also added ARCs to the rewards for contributors to the "Your Turn" section, and the prize list for our regular Contest feature. In addition, you will get ARCs as a bonus when you renew your Club membership, and new members will get some ARCs as a "welcome" gift. More ways to earn ARCs will be coming soon.

WHAT CAN I DO WITH ARCS?

Your first chance to sample the power of ARCs will be a special money-saving cartridge offer described in detail with the first ARC you receive. And you'll find new ARC offers in every upcoming issue of **Atari Age** magazine.

ARCS —
another way The Club makes
Atari fun even **more** fun.



THE CLUB CURRENCY

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Game-Grams

Dear Atari Club,
I want to know why Atari is starting to make only one player games like Centipede *and* Ms. Pac-Man.

Michael Rivers
Spring Valley, NY

Some recent Atari releases for the 2600 system, Like *Pole Position* and *Battlezone*, are accurate adaptations of one-player coin video games. In other cases, like those you listed in your letter, the programmers used up every last iota of memory space available, and there wasn't enough room left for additional options like two-player scoring.

The good news is that Atari has two new games coming which offer the best possible kind of two-player action — both people playing simultaneously, instead of taking turns. The first is *Joust*, which you can order now for both 2600 and 5200 systems. Just like the arcade version, Atari *Joust* for both systems offers a two-player option which allows cooperative play against those dastardly Buzzard Riders — or head-to-head combat, if that's what you enjoy.

We're offering a "Sneak Peek" at the next two-player offering on page 14 of this issue. It's *Mario Bros.*, just arrived at the arcade and on its way into your home before Christmas. The two-player versions put Mario, who we met back in *Donkey Kong*, and his brother Luigi up on screen at the same time, joining forces to fight Shellcreepers, Sidesteppers, and other plumbing perils.

— Editor

Dear Atari Club,
In Volume 1 Number 4 of Atari Age, *there was a section in "Sneak Peeks" that said that a game was being made from a top-rated CBS television series with fancy high-speed car driving. Could you tell me what the name of the game is? Or is it still too soon to tell?*

Eric Traud
Munhall, PA

Actually, Eric, it's too late to tell. We try to get the most "inside" information we can for our "Sneak Peeks" section. Sometimes, changes occur after we go to press. That's what happened back in November with our TV series game scoop — the game, which was going to be based on "The Dukes of Hazzard," was cancelled. Guess that's the price we pay for trying to let members in on hot news before anybody else.

— Editor

Dear Atari Club,
I know that Atari is very famous in the United States. I was just wondering if Atari is famous in Europe?

Lee Bryhn
Mindoro, WI

Not just in Europe, Lee, but all over the world. At last count, folks are playing Atari video games in at least 50 countries worldwide. And in September, national champions from around the world met in Munich, Germany for the Atari World Championship Centipede Competition. We'll cover the competition in an upcoming issue of *Atari Age*, letting you know who won and what the winning scores were.

— Editor

Dear Atari Club,
I am thinking about getting an Atari 400 Home Computer. Since I'm going to keep my VCS, I'll still subscribe to Atari Age. *My question is, is there a special magazine for Atari Computers like* Atari Age.

Mark Permann
San Antonio, TX

There certainly is. It's called the *Atari Connection* and it's published four times a year. It includes information on new computer equipment and software from Atari, practical articles on programming tips and techniques, feature stories on computers and how people use them, contests, and more. You can subscribe for $10.00 a year by writing to Subscription Department, *Atari Connection*, P.O. Box 50047, 60 E. Plumeria, San Jose, CA 95150

KEEP THOSE CARDS AND LETTERS COMING!

Send your questions and comments about Atari games to Editor, **Atari Age**, 1700 Walnut Street, Philadelphia, PA 19103. If we print your letter in the magazine, we'll send you the Atari game cartridge of your choice.

SOLUTION SECTION

HARV'S DILEMMA CONTEST RESULTS

Thousands of you sent us the correct answer for the contest which appeared in our May/June 1983 issue. The sign pieces came together to spell "BERZERK." The Club Member whose correct entry was first out of the barrel in our random drawing was Marcus Horton of Broken Arrow, OK. He wins a big first prize — a 5200 system complete with Trak-Ball controller and 5 game cartridges. Second prize of 10 cartridges went to Arlene Pettersson of Reading, PA. The third and fourth prize winners will be notified by mail.

YOUR TURN

Omar Flammia's Word Puzzle: Lilly Green only likes games with double letters in their names. The reason she loves **Football** and **Missile Command** is because they both have two sets of double letters.

Darin Robertson's Logic Puzzle:
Steve played **Defender,** 874,001 points
Jim played **Centipede,** 29,875 points
Betty played **Pac-Man,** 18,701 points
Sherryl played **Galaxian,** 1,087 points

CASEBOOK OF R. CADE

This was a simple one for our crack detective. He knows perfectly well that **Pac-Man** was created in Japan by Namco Ltd. An Atari programmer adapted the game for home use, but nobody at Atari's coin video division could possibly claim that the game was created in Sunnyvale. Caught you, Cadwallader!

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The Atari Institute

Meeting The Future Now

by Lee E. Miller

Students at Greenfield Community College in Massachusetts "lift off" in their shuttle simulator powered by Atari computers.

The Atari Institute. Wasn't that the home base of Commander Champion and his Atari Force in the year 2005? Champion and the Atari Force, as you may recall, were the heroes of Atari's DC comic books. They traveled the universe, battling evil and corruption.

Such adventures are still years away. After all, it's only 1983. But the Atari Institute is already here. Now in its third year, the present Atari Institute — the Atari Institute for Educational Action Research — donates computers, advice, and money to projects that use computers in education.

Ted M. Kahn, Ph.D., who served until September 1983 as Executive Director of the Atari Institute, estimates that so far the Institute has awarded more than $1 million worth of computers, software, and cash stipends to various nonprofit organizations across the country. Beneficiaries include museums, medical centers, libraries, public and private schools, colleges, rehabilitation centers, and other educational endeavors.

Commander Champion would be proud. The modern Atari Institute goes a long way toward proving there's more to Atari these days than just fun and games.

CAPITAL CHILDREN'S MUSEUM

How would you like to use an ancient Greek method dating back to 300 A.D. to send messages with a torch? Perhaps using African tribal drums to do the job is more to your liking. And what if you'd rather experiment with modern technology in the form of a sophisticated communications satellite?

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Or maybe you just want to learn about computers.

Whatever your preference, you'll find it at the Capital Children's Museum in Washington, D.C., where all of these communication tools are part of a hands-on learning exhibit sponsored by the Atari Institute. And it's only the beginning. The Communications Exhibit and Future Center (a classroom equipped with 20 Atari 800 systems) at the Capital Children's Museum are but a few of the many diverse projects made possible by the Atari Institute.

SIMULATED SHUTTLE FLIGHTS

In Greenfield, Massachusetts, the Atari Institute is sending junior college students into orbit via a laboratory project centered around a realistic reproduction of a space shuttle flight. Funded by the Atari Institute, the space shuttle simulation project was launched at Greenfield Community College as part of the school's Project TEME (Totally Enclosed Modular Environments). The project integrates the application of physical and social sciences into a model, and in turn, lets students play and design systems and software for the future.

According to Dr. Kahn, such projects often have unexpected and far-reaching effects. "The Pompidou Center in Paris just opened a wonderful exhibition called **Through Time and Space**," he explained. "The students at Greenfield were asked by the Pompidou Center to bring their software over and have it included in the exhibit. We provided the travel grant and sent the students to France, where the exhibit will be viewed by an estimated three million people."

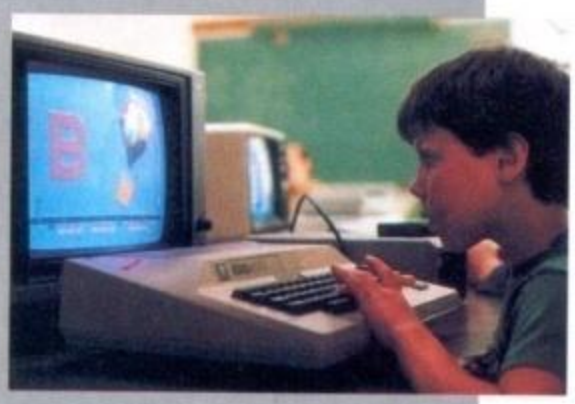
EDUCATIONAL ALCHEMIST

Dr. Kahn describes himself as an "educational alchemist" interested in the networking of people and ideas. Along with the Board of Advisors and Executive Committee, Dr. Kahn has been responsible for selecting the projects to be sponsored. Of the over 1,500 requests submitted in the last two years, more than 100 have become full-fledged projects sponsored by the Institute.

Diversity is the name of the game. These projects include a high school in Los Angeles that's using an Atari-donated computer to aid in teaching the art of animation. The Institute has also given computer equipment to San Quentin Prison in an attempt to meet the educational needs of people in "lock-up" conditions. The computers use interactive educational software to help inmates learn skills like computer programming.

ELECTRONIC PEN PALS

Elsewhere, the Institute has set up a telecommunications network of ten elementary schools. The Sister Schools, as they are called,



are scattered across the United States, but they are linked together by Atari 800 computers.

The computers and necessary peripherals were donated by the Institute, which also pays for the long distance phone charges between schools.

Making electronic pen pals is one way students use the network. Students in Iowa get firsthand accounts of life on the Pacific Coast from Californians, while their classmates get programming tips from students in Massachusetts.

Also popular are joint creative writing assignments. One class writes a chapter and sends it to the next school where a second chapter is added before the essay is sent on to a third school for completion.

VIDEO GAMES AT HARVARD

Last summer, the Atari Institute contributed to funding a three-day conference at Harvard University on video games and their influence on education. Sponsored by the Harvard University Graduate School of Education, the conference drew nearly 200 attendees including educators, psychologists, social scientists, medical specialists, and video game manufacturers.

The participants discussed the current and prospective effects of video games on society.

TOP SECRET PROJECT

One of the Institute's newest projects involves the concept of multi-person video games played by people all over the country on a telephone network.

According to Dr. Kahn, this project is still in the development stages, and for that reason, he's unable to reveal specific details at the present time. But he did say that while this project has a kind of TOP SECRET label on it, the technology allowing video games to be played by people at long distances is coming about a lot sooner than anyone thought possible.

"I've already seen advertisements suggesting that it's possible to attach (telephone) modems to video game systems like the VCS unit," he explained.

"We're very interested in what video games of the future will become," he added. "I'm especially intrigued by the idea of games that evolve with you, that keep changing so that you can continue playing them over and over again. You would be able to stop and start again at different points in time, and the learning process would be continuous throughout your life."

"Through our projects here," he added, "we are continually exploring ways to advance the state-of-the-art of educational technology and help people become lifelong learners."

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Critics' Choice

Our selection for this issue is a definite must-have game for any cartridge collection—*Defender.* The Williams Electronics coin-op game is still gobbling plenty of quarters, even after years in the arcades, and it's easy to understand why. *Defender* is *the* space warfare game. You fly your spaceship across a full multi-directional scrolling playfield, zapping Landers who are snatching helpless Humanoids from the planet surface. Pods, Swarmers, Bombers, and Baiters all oppose you, and the poor Humanoids you don't save join the enemy as deadly Mutants. You have missile firing power, plus smart bombs and hyperspace.

It seems like an awful lot to cram into an Atari 2600 game cartridge, but Atari did it, and the reaction has been tremendous. Here are some of the reviewers' comments about *Defender,* and a special Club price to help add this classic game to your collection.

DEFENDER

Electronic Games Magazine

WINNER—1983 Arcade Awards
Best Science Fiction/Fantasy Videogame
"*Defender* is so excellent in so many areas that it could have won no fewer than three different plaques with equal justice ...a loving tribute to the original...the player is treated to a true evocation of the kind of action that has made *Defender* such a favorite of arcade aces."

Ken Uston in "Guide to Buying and Beating the Home Video Games": "Overall, the Atari programmers did an excellent technical job of incorporating the key elements of the DEFENDER arcade game in a home cartridge....I prefer the home version."

TV Guide

"This breakneck-paced war game, a classic in video arcades, has been brilliantly adapted for Atari's original system."

Joystick Magazine

★★★★ (FOUR-STAR "GREAT" RATING)
"A fast-moving, exciting, and colorful arcade adaptation... The game offers good controller action and plenty of challenge, even after repeated plays."

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SPECIAL SAVINGS ON SELECTED ATARI 2600 GAMES!

We have four exciting ways for you to get more for your money when ordering Atari 2600 game cartridges from the Club.

1. We've lowered prices on several popular cartridges.
2. You get a $5 rebate direct from Atari on four games (see coupons included in enclosed catalog).
3. You get a free cartridge with any purchase over $40 from this issue of Atari Age (details on page 5).
4. We'll send you 5 ARCs—Atari Redemption Certificate—with any purchase from this issue of Atari Age (see page 24 for details).

CONTEST ENTRY FORM Complete this entry form and send it to ATARI CLUB EDITOR HUNT CONTEST, 1700 Walnut Street, Philadelphia, PA 19103.
I found you Stevel You're Photo_____.
Name
Street Address
City
State
Zip
Telephone Number

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☐ Crazy Climber[1] C68	26.95
☐ Gravitar™ C88	31.95
SKILL GALLERY	
☐ Battlezone™ C84	$26.95
☐ Centipede® C73	31.95
☐ Demons to Diamonds™ C48	19.95
☐ Dig Dug[2] C87	31.95
☐ Joust[3] C89	31.95
☐ Jungle Hunt[3] C82	31.95
☐ Kangaroo[4] C81	19.95
☐ Krull[5] C83	26.95
☐ Ms. Pac-Man[6] C71	26.95
☐ Pac-Man[6] C44	19.95
☐ Super Breakout™ C42	19.95
☐ Video Pinball™ C40	
RACETRACK	$19.95
☐ Night Driver® C25	31.95
☐ Pole Position[7] C85	
SPACE STATION	$26.95
☐ Asteroids™ C03	19.95
☐ Berzerk® C49	14.95
☐ Defender[8] C46	26.95
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☐ Phoenix[11] C70	19.95
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☐ Cookie Monster Munch[13] C93	26.95
☐ Math Gran Prix™ C47	19.95
☐ Sorcerer's Apprentice[14] C92	26.95
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☐ Driving Controllers (pair) A02	21.95
☐ Joystick Controller (single) A03	9.95
☐ Keyboard Controller (pair) A04	21.95
☐ Paddle Controllers (pair) A05	14.95
☐ TV Switch Box A06	6.95
☐ Modular Cartridge Library A07	14.95
☐ Game Cartridge Case A08	9.95
☐ Atari Game Center A09	29.95
☐ Dust Cover A10	7.95
☐ Joystick Repair Kit A70	4.50
For Atari 5200	
☐ Joystick (single) A61	$21.95
☐ AC Adapter A62	12.95
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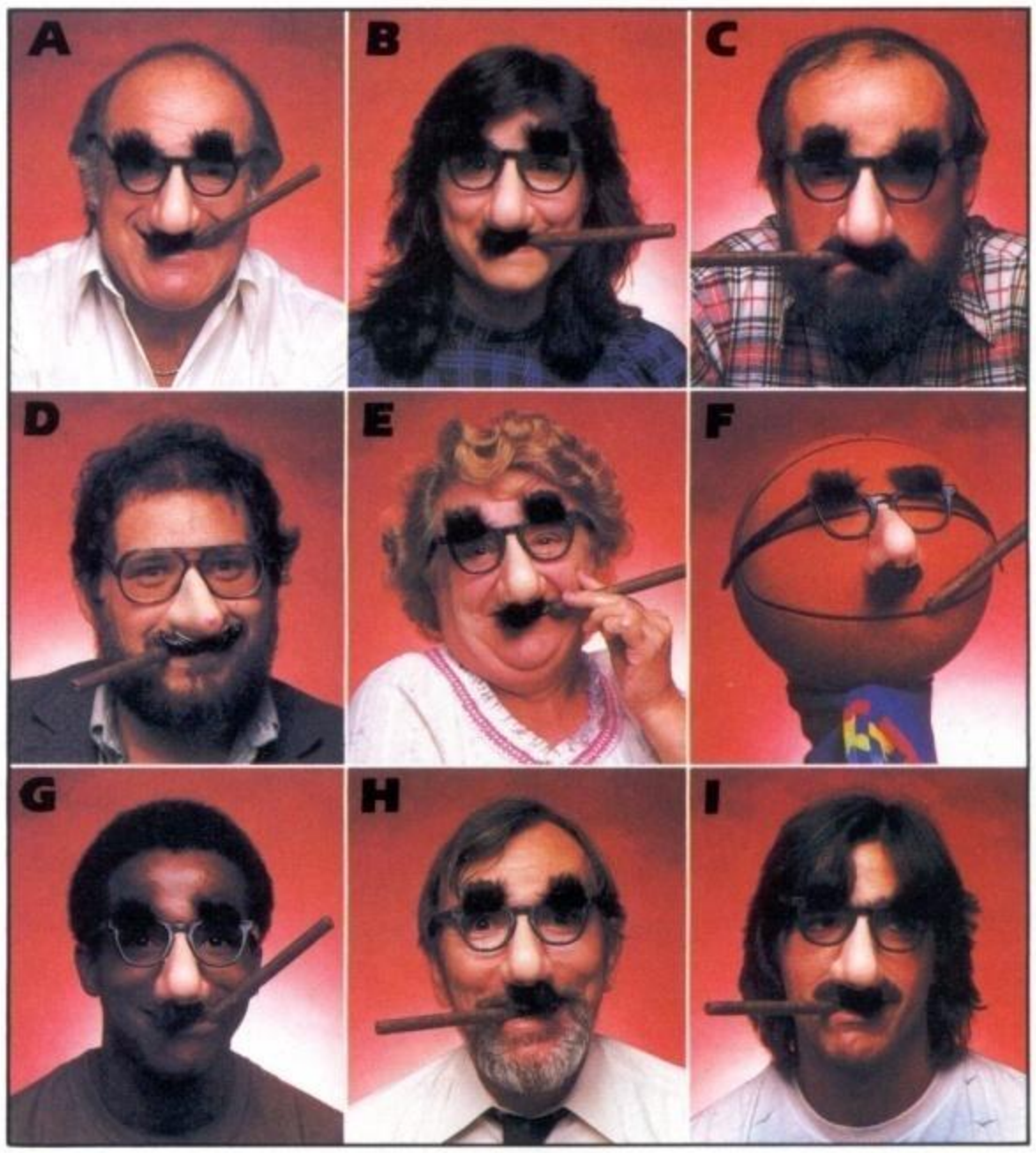
CONTEST

EDITOR HUNT

As mailbags full of your smiling faces came pouring into the Club offices in response to the "Send Us Your Face" contest, a question arose —"Now that you know what we look like, what do *you* look like?" It sounded reasonable to us, so here's your answer — a photo of your own true editor.

"But which one are you?", I hear you say. That, my friends, is the contest challenge for this month — find the editor. You have two clues: 1) The editor has genuine facial foliage, not some dimestore imitation, and 2) The glasses are real too — I couldn't tell *Video Chess* from *Vanguard* without them.



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HOW TO ENTER

No purchase necessary to enter. Simply print or type your answer in the space provided on the official Atari Club Contest Entry Form on p. 29, or a reasonable facsimile, and mail it to ATARI CLUB EDITOR HUNT CONTEST, 1700 Walnut Street, Philadelphia, PA 19103.

Send as many entries as you like, one entry per envelope. Entries must be received by December 30, 1983.

Winners will be selected in a random drawing from all correct entries. All prizes will be awarded. Only one prize per family. There are no prize substitutions permitted, nor are the prizes transferable. Taxes on prizes are the sole responsibility of winners. Odds of winning depend on the number of entries received.

Contest open only to U.S. residents except employees (and their families) of Warner Communications, Inc., its advertising agencies, subsidiaries, or affiliates. This Contest is subject to all Federal, State, and local regulations. void where prohibited or restricted by law.

For a list of winners, send a stamped self-addressed envelope to Winners List, The Atari Club, 1700 Walnut Street, Philadelphia, PA 19103. Also, the results will be published in the March/April 1984 issue of *Atari Age*.

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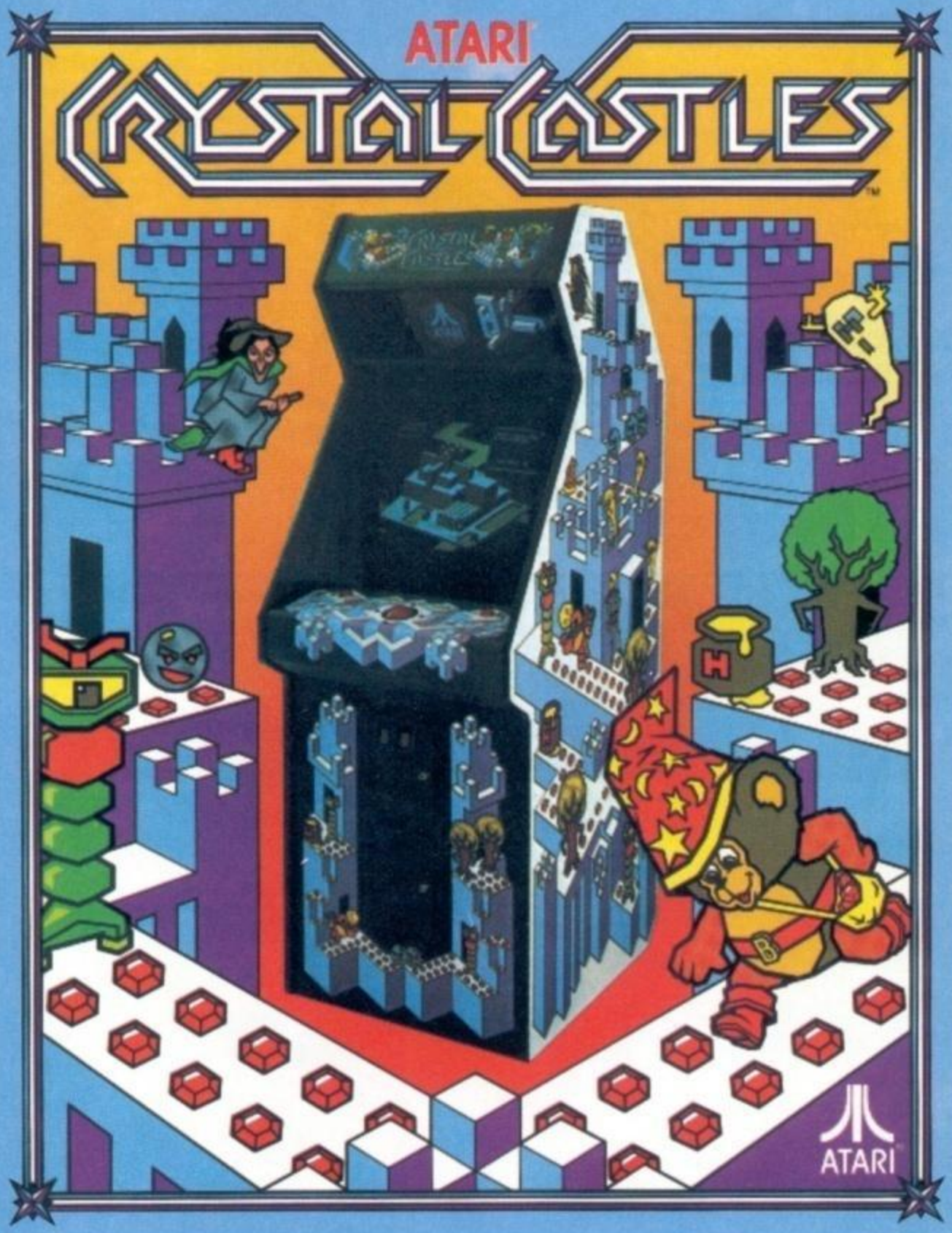
COIN VIDEO ATARI CORNER



Climbing the parapets — leaping the battlements — soaring over legions of attackers. No, it's not Douglas Fairbanks, Jr. in an old movie — it's Bentley Bear in the exciting new Atari coin video game **Crystal Castles.**

The castles are intricate constructions of pathways and ramps, all lined with precious ruby gemstones. Bentley Bear is a video bruin who has one goal in life — to grab all the rubies he can. Of course, it wouldn't be much of a game if he didn't have some opposition. Never fear — there are crystal balls with magical faces, strange strolling Gem Eaters, strolling trees with big appetites, nasty trees, a dangerous dancing skeleton, bothersome buzzing bees, and even a wandering witch named Berthilda.

Bentley is a fast little bear, though, and if you're quick with a Trak-Ball, you can make him zip past his competition, leaping over enemies to stun them, scooting through the tunnel interior and even discovering Secret Warps which transport players automatically to higher play levels and bigger points.

The action heats up quickly — it will take fast hands and great reflexes to make your way to the top play levels of **Crystal Castles**. If you're the top scorer on the machine, though, you get an honor more eye-popping than any other video game at the arcade can provide. The paths of the first **Crystal Castles** maze form the initials of the top scorer on the machine!

OFFICIAL ATARI COIN VIDEO RECORDS

GAME	PLAYER	POINTS	DATE & TIME	LOCATION
Asteroids	Scott Safran	41,336,440	11/13/83 (53 hr. 8 min.)	Newtown, PA
Asteroids Deluxe	Kevin Gentry	2,117,570	12/29/81 (5 hr. 25 min.)	Lake Charles, LA
Battlezone	Ken Chevalier	12,009,000	2/20/82 (12 hr.)	Atascadero, CA
Centipede	Darren Olson	15,207,353	10/15/82	Calgary, Alberta, Canada
Dig Dug	Shawn Dybdall	12,822,460	9/28/82 (8 hr. 16 min.)	Las Vegas, NV
Food Fight	Perry Rodgers	4,474,200	5/12/83 (40 min.)	San Luis Obispo, CA
Gravitar	Raymond E. Mueller	4,722,200	12/4/82 (12 hr. 21 min.)	Boulder, CO
Kangaroo	Ken Vance	411,200	10/31/82 (2 hr. 27 min.)	Las Vegas, NV
Missile Command	Victor Ali	80,364,995	12/23/82 (48 hr.)	Fremont, CA
Space Duel	David Plummer	623,720	1/28/83 (1 hr. 55 min.)	Regina, SK Canada
Tempest	David Plummer	11,999,978	3/19/83 (12 hr. 15 min.)	Regina, SK Canada
Warlords	Peter Skahill	911,875	8/29/82 (45 min.)	Los Angeles, CA

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Announcing two breakthrough video-games—educational games featuring the lovable Sesame Street Muppets, designed especially for 3- to 7-year-olds. The creators of Sesame Street, Electric Company, and 3-2-1 Contact have teamed up with the creators of the world's most popular video-games to bring Ernie and Cookie Monster into your home. They bring very special gameplay with them — family play offering continuous challenge and long-term enjoyment, nonviolent action and valuable pre-school learning for boys and girls alike.

ALPHA BEAM WITH ERNIE

Practice important alphabet skills while flying through space, beaming letters into position on the Alpha Beam Fuel Station.

Item Code C91 Member Price: $26.95

COOKIE MONSTER MUNCH

Leading Cookie Monster through the maze in pursuit of delicious cookies is so much fun, children won't realize they're practicing valuable prereading skills in the process.

Item Code C93 Member Price: $26.95

ATARI KID'S CONTROLLER

This sturdy keypad controller was specially made for use with the Atari Sesame Street Library cartridges. The big buttons and brightly colored overlays packed with each game make it easy for youngsters to control the on-screen movement. **Kid's Controller required to play Alpha Beam with Ernie and Cookie Monster Munch.**

KID'S CONTROLLER Item Code A78 Member Price: $14.95

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KID'S CONTROLLER WITH PURCHASE OF ALPHA BEAM AND COOKIE MONSTER MUNCH
Item Code A79 Member Price: $10.95

Disney!

The Whole Family Will Love Helping Mickey Mouse Battle Brooms Gone Berserk!

THE SORCERER'S APPRENTICE

Mickey Mouse is in trouble! He tried using magic to bring brooms to life and have them do his water-carrying chores. Now he can't stop them, and they're causing a flood!

The scene is straight out of the classic movie **Fantasia** — but now **you're** in charge of saving Mickey. The action is fast-paced and hilarious, as the cartoon-quality animated figures wage watery warfare in this whacky new game.

Item Code C92 Member Price: $26.95

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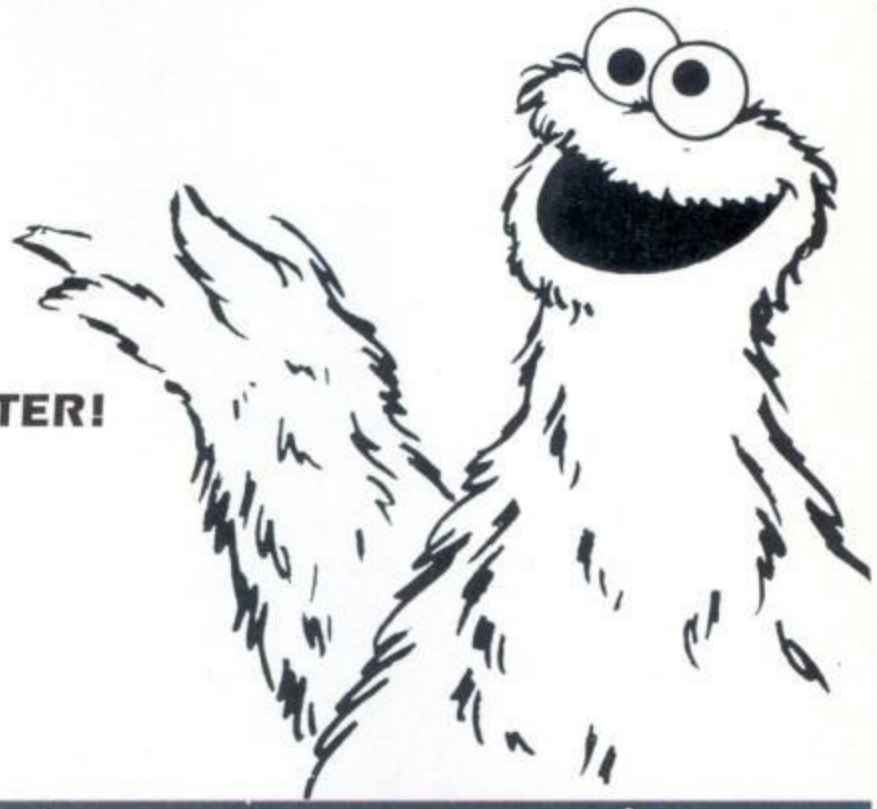
KIDS STUFF

To celebrate the introduction of the first Atari game cartridges specifically designed with younger players in mind, we're trying out a new feature, also designed for children. This time, we have a sample of the kinds of activities included in the manuals packed with the new Atari Sesame Street Library cartridges.



COWABUNGA, IT'S COOKIE MONSTER!

Draw your favorite cookie in Cookie Monster's hand. Color the picture.

SPACE STATION XYZ

Jumping Jupiter! There are lots of letters at the Alpha Beam Fuel Station. Can you find all the letters?

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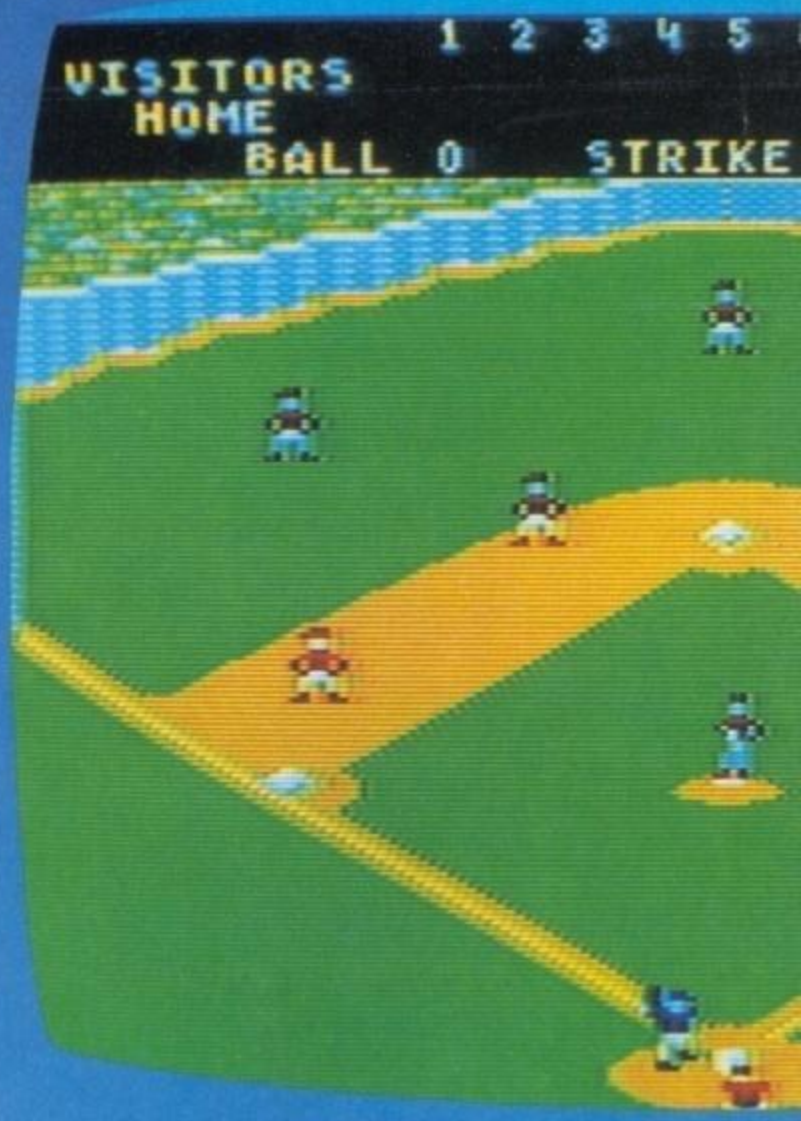
5200

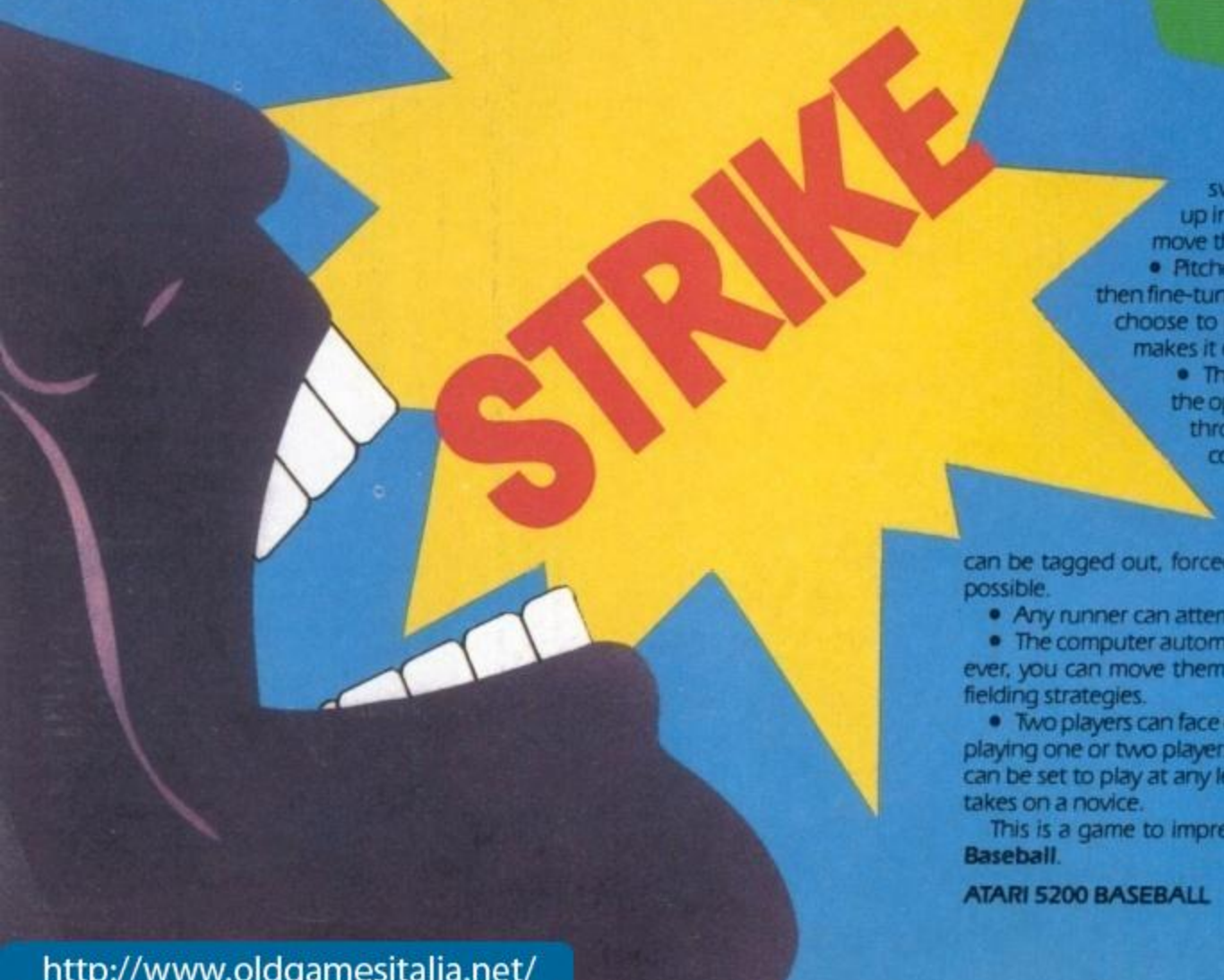
ATARI 5200 BASEBALL



The long-awaited Atari 5200 **Baseball** game is finally here — and it was worth the wait! This is undoubtedly the most sophisticated video baseball game on the market today. There's even an umpire to call balls and strikes —out loud! The voice comes right through your TV speaker — no special speech synthesizer or optional equipment required.

The vocal umpire is a very dramatic feature of 5200 **Baseball**, but it's only a small part of the total playing excitement. By combining the unique 5200 keypad, joystick, and dual fire button capabilities, Atari has provided an incredible degree of control without sacrificing fast action and response. Here are some highlights of the sophisticated 5200 **Baseball** features:

- Batting movement matches joystick motion naturally. Joystick left to cock the bat. Move it right to swing — to the upper right to swing high and chop down on the ball, lower right to lift one up in the air, or straight across and hold it to bunt. The faster you move the joystick, the harder you can hit the ball.
- Pitchers choose from nine different pitches with keypad selections, then fine-tune the ball's path with the joystick as they throw. You can even choose to pitch with or without a wind-up. Passing up the wind-up makes it easier to pick off a runner.
- The ball's position is easily determined on screen, giving hitters the opportunity to accurately judge balls and strikes. The ball even throws a shadow on the ground, indicating whether the pitch is coming in high or low.
- Fielding plays are accomplished through a combination of computer control and manual override to allow players optimum control of every man in the field. Base runners can be tagged out, forced out, caught stealing, or picked off, and double plays are possible.
- Any runner can attempt to steal a base — even double steals are allowed.
- The computer automatically places your fielders in their standard positions. However, you can move them to any spot you choose whenever you choose for special fielding strategies.
- Two players can face each other, or you can take on the computer. Whether you're playing one or two players, there are three skill levels to choose from, and each player can be set to play at any level, allowing you to even up the game when a good player takes on a novice.



This is a game to impress hard-bitten baseball fans and rookies alike—Atari 5200 **Baseball**.

ATARI 5200 BASEBALL **Item Code G11** **Club Member Price: $28.95**

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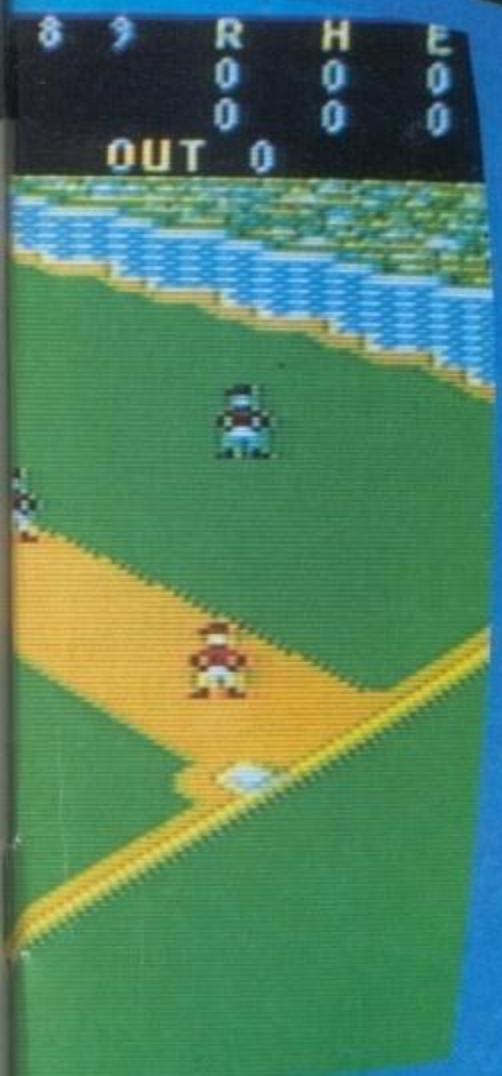
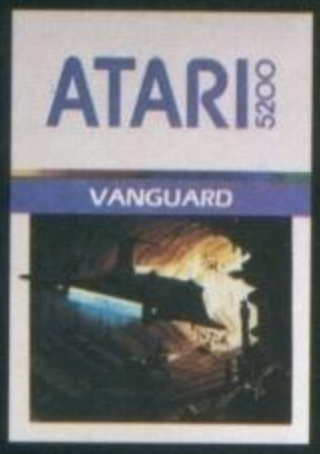


VANGUARD



Attention arcade **Vanguard** fans — Atari 5200 **Vanguard** is here, and it's a remarkably accurate adaptation of the classic coin-op.

The graphics are absolutely faithful to arcade **Vanguard**. You don't give up any speed or maneuverability either, and that's lucky, because the fierce cast of enemies is all here, and they haven't gotten any friendlier.

Vanguard takes you through a series of different tunnels, each with its own distinctive challenges. The Styx and Stripe zones present players with narrow areas to fly through and plenty of Mist Ships and Harley Rockets which will shoot or be shot. Rainbow zones are fast-moving chutes filled with deadly Helm balloons — they come at you from all directions, and kill on contact. The Striped Zone is a menacing obstacle course of bases, barriers, force fields and floating Paynes daring you to pass. If you do, you enter the Bleak Zone, with its ship-crushing Kemlus Snakes and arrow-shaped Romeda rockets. Still there? Fine... now you face the deadly Gond in his threatening City of Mystery. Can you get him before he gets you?

In the face of all this awesome firepower, you have just three things in your favor — multi-directional missiles that fire forward, backward, and sideways, Energy pods which give you short-lived invulnerability, and the Atari 5200 pause button to let you catch your breath!

ATARI 5200 VANGUARD
Item Code G13 Club Member Price: $36.95

FOR A COMPLETE LISTING OF ATARI 5200 CARTRIDGES AVAILABLE FROM THE ATARI CLUB, SEE THE ENCLOSED CATALOGUE

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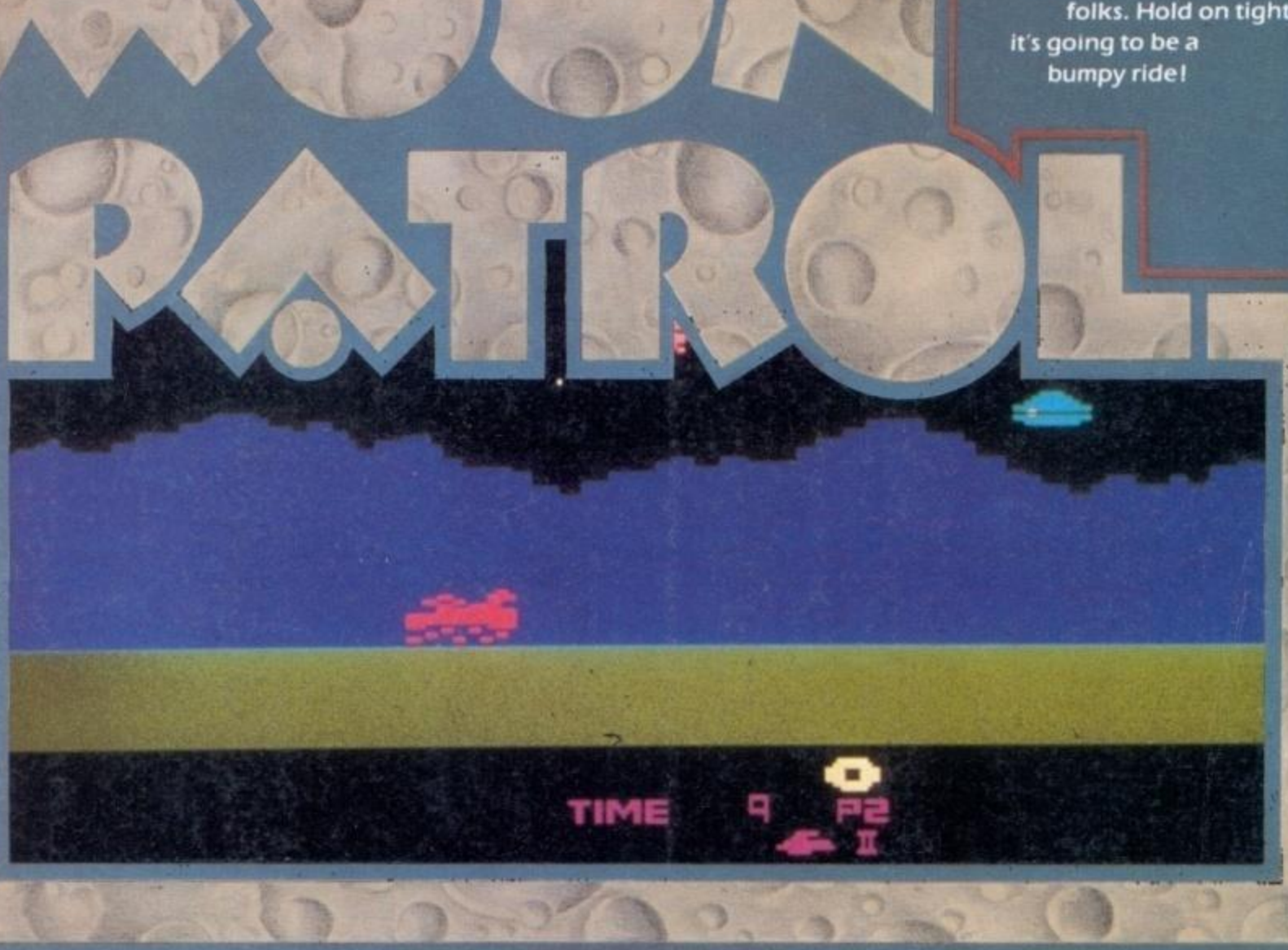
MOON PATROL



Welcome to the moon, folks. Hold on tight—it's going to be a bumpy ride!

We'll have to jump over these craters, you see...oh, oh, there's a double crater ahead. Here we go...oof! What a jump!

Let's blast that moon rock in our path—oops, there's another crater behind it. Got to time this just right...made it!

But what's that noise—aliens coming in overhead, dropping bombs at us. Speed up a little...fire...slower...line it up...fire. Whoa, another crater! Hope our Moon Buggy holds together. This is one **heck** of a trip...and a heck of a lot of fun!

Atari 2600 MOON PATROL Item Code C90 $31.95

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See details on page 5

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